BIONIC COMMANDO

PRIMA Official Game Guide

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Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include Resident Evil 4: Wii Edition, Mercenaries: Playground of Destruction, Mass Effect, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.

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INTRODUCTION

Thank you for purchasing *Prima's Official Game Guide to Bionic Commando*. The wait is finally over; *Bionic Commando* is back, and this guide is packed with all the tips and strategy you need to blaze through Nathan Spencer's epic new mission and dominate the online competition.

A World Gone Mad

Ten years have passed since Nathan "Rad" Spencer, the original Bionic Commando, managed to defeat the evil Imperials and destroy their secret weapon, the Albatross, in the events of *Bionic Commando Rearmed*. In the aftermath, Spencer and his comrade, Joseph "Super Joe" Gibson, were praised as heroes across the entire Federal States of America (FSA).

Riding the wave of Spencer's great success, the Tactical Arms and Security Committee (TASC)—the military intelligence organization that provided Spencer with his bionic arm—soon found its bionics program in great demand. Now under the command of Joseph Gibson, TASC flourished, and many of its operatives were enhanced with bionic parts. As the original Bionic Commando, Nathan Spencer became responsible for training these new recruits.

At the same time, Spencer undertook several high-risk, covert operations. During one such mission, code-named Operation Blackout (the events of which are detailed in the comic book *Chain of Command*), Spencer's sense of justice came into conflict with the orders from his superior and friend Gibson. In refusing to kill two rogue bionic prototypes, Spencer disobeyed a direct order, and this ultimately led to the deaths of several TASC agents. Spencer was court-martialed, convicted of treason, and sentenced to death.

Bionics soon became the issue of the day. Many championed the technology after its successful role in defeating the Imperial threat and appealed for it to be released into civilian use. However, many others were fearful that the unknown technology could lead to ordinary humans becoming "obsolete." The issue came to a head when a presidential directive was issued to shut down the controversial bionics program. In what came to be known as the "Bionic Purge," TASC's bionics curriculum was closed, and all personnel with bionic augmentation were ordered to turn in their bionics or have them forcibly removed. But this heavy-handed tactic backfired: Pro-bionics followers rioted, and many of TASC's bionic operatives chose to flee instead of giving up their artificial parts.

The backlash ultimately led to the rise of a driven organization known as the Bionic Resurrection Initiative (or "BioReign" for short). Composed of enduring Imperial loyalists and disgruntled bionics forced into hiding, BioReign saw TASC and the FSA as its sworn enemies. BioReign steadily grew in power, gaining notoriety by committing small but worrisome terrorist attacks.

Present day, five years after the purge…

BioReign terrorists struck a terrible blow by detonating a monumentally destructive weapon known as the Witherer. Their target: Ascension City, the pride of the FSA. This experimental WMD unleashed a kinetic pulse deep into the earth's core, triggering a massive earthquake that quickly reduced the city to ruins. BioReign's occupation of the battered city is complete, its hold on it absolute. Although BioReign's ultimate motive remains unclear, after numerous failed ground and air assaults the FSA is running out of options.

Super Joe realizes there is only one last chance: Nathan Spencer, a broken man awaiting execution on death row, stripped of the bionics that made him someone special. But if Spencer were reunited with his arm, he'd become the one man capable of navigating the treacherous terrain of the broken city. The one man who has experience fighting and defeating the wide range of forces that make up BioReign. The one man with nothing left to lose.

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How to Use This Book

The information in this guide is presented in several chapters. Here we review each one.

Basic Training

It's been ages since Spencer was last out in the field, and he's got a whole new bag of tricks up his sleeve—like the ability to jump! Turn to this chapter for an overview of the Bionic Commando's moves, combat techniques, and other all-important gameplay basics.

Characters and Villains

Bionic Commando is set in a rich world full of interesting characters and conflicting organizations. This chapter details all of the major players, offering a better understanding of the events that have led to the current crisis in Ascension City. Also included are insights into the many different hostiles Spencer encounters during his time there, with tips on how to handle each one.

Walkthrough

Spencer is about to embark on his most epic adventure to date, and surviving through the mayhem will stretch his skills to the limit. Fortunately, you've got a tactic-laden, step-by-step walkthrough at your side. Use it to help you steer Spencer through even the most hopeless scenarios—and to make sure you don't miss a single thing along the way.

NOTE

The walkthrough is written for normal difficulty. You may notice slight differences when playing on hard or commando, but it's viable for any mode.

Multiplayer

After you've smashed your way through Spencer's adventure, why not test your skills against other Bionic Commandos from around the world? This chapter features practical multiplayer strategies and in-depth battleground overviews. Skim through for tips and info that'll give you an edge over your online rivals.

Appendices

We've saved the best for last! Flip to the guide's final pages to peruse quick-reference tables that'll keep you on track as you work toward completing challenges, unlocking rewards, and hunting down the many collectible insignias hidden throughout the stages.

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BASIC TRAINING

It's been a while since you've been out in the field, soldier, so you'd better fall in for some basic training. This chapter covers all of the fundamentals, from standard actions to combat tactics and weapon overviews.

Going Commando

Bionic Commando is a frantic action game full of white-knuckle firefights and clever environments for you to explore. Becoming one with the ways of the commando is vital to success, and here we detail the many different actions that specially trained commandos must perform without pause.

Looking Around

Carefully viewing the surrounding environment lets you plan out your moves before you make them. Use your look controls to scan each area, searching for hostile contacts and potential hook points for the bionic arm. The quick look commands snap the camera view about, helping you pinpoint hook points and other important objects with all speed.

Lateral Movement

When Spencer isn't grappling and swinging through the wreckage of smoldering landscapes, he traverses his environment on foot just like any normal operative. Keeping your feet on the ground is the simplest method of travel, but you're an easier mark when traveling on foot.

Jumping

Jumping wasn't an option in the original *Bionic Commando*, but now Spencer can jump quite high, bounding clear over cars with ease. Jumping helps you traverse ravaged terrain, which you'll be seeing quite a lot of. It's a common way to initiate a swing with the bionic arm (more on that in a bit).

Evading

Spencer's world is filled with danger. When the environment becomes hostile, employ evasive maneuvers to sidestep threats and dash toward cover. Evading can mean the difference between surviving a harsh scenario and falling victim to the odds.

Health and Damage

Spencer's a highly trained operative, and he can certainly dole out the punishment. He prefers to travel light, however, and his scant body armor can't withstand much damage. As you suffer injury from hostile attacks and environmental hazards (such as radiation or fire), your screen steadily becomes red to indicate Spencer's deteriorating health. It's game over if you keep getting hit, so be quick to end the threat or flee toward safety. Go a few seconds without suffering harm and Spencer's bionic arm will automatically restore him to full vigor.

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The Bionic Arm

The bionic arm is a unique tool that provides its owner with exceptional freedom of movement, and it's what sets Spencer apart from typical run-and-gun operatives. A retractable wire can be shot out of the arm to grapple nearby objects, enabling you to climb and swing about the environment in nearly any fashion. The bionic arm also doubles as a weapon—more on that in the "Bionic Combat" section.

Hook Points

As you inspect your surroundings, you'll notice that a special icon appears over pretty much everything you center your view on. This icon highlights objects that can be grappled with the bionic arm. Examples include trees, streetlights, buildings, and most terrain. Such objects are commonly referred to as "hook points" in this guide.

The hook point icon appears in three colors. Here's what each color means:

Gray: The object you're viewing can be grappled, but it's just out of reach. Move closer by running or jumping toward it.

Blue: The object you're looking at can be grappled, and you're within range to do so. Simply press and hold the Grapple button to fire your arm's wire and latch on.

Yellow: The object you're viewing can be grappled, and you're within range to do so. What's more, you can also perform special actions on the object, such as ripping it down or hurling it toward foes. Special actions such as these can only be performed after Spencer recalls abilities from his past that he's forgotten. See the "Bionic Combat" section for more.

The bionic arm is extremely sensitive to radiation and won't let you grapple onto irradiated objects (anything covered in blue film). Other objects, such as enemy mines, can be hazardous to your health if grappled.

Grappling and Swinging

Mobility options abound once you've grappled onto something. Jump and move forward to start swinging on the wire, swooping toward whatever's in front of you. Release the Grapple button to detach and soar forward, then quickly press and hold the Grapple button again just after you release, snagging another hook point as you swing through the area.

Mastering Momentum

You can release the Grapple button at any time to detach and soar forward, but you gain the most distance if you release while the blue momentum icon appears above your targeting reticle. With practice, you'll soon gain a feel for how much momentum you need to clear different distances.

Steering your Swing

When swinging, the movement and look controls can be used to steer your path through the air. Moving forward or backward will speed you up or slow you down as you swing; keep pressing forward to build momentum, letting go or pressing

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backward to slow down when you're moving too fast. Use your camera controls to seek out hook points each time you release, holding the Grapple button the whole while to ensure you get a lock.

To avoid falling, just keep holding the Grapple button; the bionic arm will intelligently latch onto nearby hook points you target. Release the Grapple button only when you wish to detach from your current hook point and soar toward another.

Mastery over your look controls is vital when swinging. Use them to keep your targeting reticle centered on hook points you wish to grapple. If your momentum should ever carry you past a desired hook point, simply use your look controls to make a quick midair turn. Center your view on the hook point and keep holding the Grapple button to latch on before you fall. It takes practice, but once you're comfortable with the controls, you'll be grappling and swinging around Spencer's world like a pro.

Reeling Out

Swinging from one hook point to the next is the preferred method of travel, but you'll sometimes need to line up swings to reach certain areas. Adjusting the wire's length is a helpful tactic: Press the Arm Action button to reel out while dangling from a hook point, then use the look controls to face the desired direction. Move forward and backward to build momentum and start swinging again.

Scaling and Climbing

Scaling and climbing vertical surfaces is another important function of the bionic arm. Grapple any overhead object and then press the Jump button a few times to bound up and zip toward the object. Once you're all reeled in, pressing the Jump button again will cause you to leap up and onto the object, provided there's no roof or obstruction above.

As a highly trained operative, Spencer can string multiple leaps and zips together to scale vertical surfaces of any height, including the exteriors of tall buildings. Simply grapple on, look up, and then keep pressing the Jump button, holding the Grapple button the whole time (you don't need to release it). You will zip upward, jump, latch on even higher, and zip up again, quickly climbing as high as you desire.

Practice combining each of these swinging and scaling techniques to gain total bionic mobility.

Activating Relays

Being an advanced tool, Spencer's bionic arm is capable of interacting with complex computer systems called relays. Target and grapple such a device when no enemies are about, then peruse the data logs stored within. Hacking relays provides you with valuable intel that can assist you in fulfilling mission priorities. Also, your progress is saved each time you hack into a new relay.

You cannot interact with relays while enemies are nearby. Secure the vicinity beforehand.

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Bionic Combat

In contrast to how complex movement can sometimes be in *Bionic Commando*, combat is often a relatively simple matter. Let's take a look at how a bionic warrior of Spencer's talents wages war in the field.

Armed and Dangerous

As previously noted, the bionic arm doubles as an effective field weapon. Use it to punish nearby enemies with powerful melee punches. Such melee blows inflict great damage to enemy foot soldiers and will quickly defeat them. Precise aiming isn't a factor when swinging Spencer's giant bionic arm about, so melee attacks often serve you best when hostiles swarm in.

Enemies appear as red blips on your radar. The battlefield can become quite chaotic at times, so rely on your radar to track hostiles down.

Clubbing enemies sure is fun, but you'll often need to close in on them first. When you're low on ammo or just itching for a close-up brawl, use the bionic arm to grapple a foe from afar, then press the Jump button twice to leap up and zip toward your victim, nailing your target with a powerful zip kick. This is a great way to quickly close the distance and soften up an enemy at the same time.

CAUTION

Enemies don't take kindly to being grappled. Soldiers will quickly try to electrify the wire with their stun sticks, while larger enemies may yank the wire and slam you into something. Be quick to strike after grappling a foe.

Recalled Abilities

Spencer's been locked up for a long time and has forgotten many of his advanced bionic abilities. But the more action he sees, the sharper his memory becomes. At certain points in the adventure, Spencer recalls powerful and versatile techniques that help him solve various challenges and balance out the odds.

Rip

Once the Rip ability has been recalled, you can start devising nasty ways of dispatching foes with the arm. One method involves grappling heavy objects and then pulling them down, dropping them on unsuspecting foes. Any object that can be ripped down is hallmarked by a yellow icon when targeted (instead of the standard blue). Latch on and then tug the line a few times to yank down the object, causing mayhem below.

Spencer can also rip enemy soldiers toward him after grappling on, then deliver a lethal blow. This is a risky move, however, as the soldier may very well jolt the wire with his stun stick before the attack can succeed.

You can't rip enemies or objects while swinging about or hanging from the wire—you must be standing on solid ground.

Death from Above

The bionic arm can help you reach great heights, which in turn allows you to get the drop on hostiles—literally. After Spencer recalls the Death from Above technique, falling from any significant height grants you the option to execute a special attack on foes below. While plummeting, simply press the Heavy Punch button to perform a Death from Above, which devastates anything standing beneath you when you land. The impact also generates a massive shockwave that knocks all surrounding hostiles flat on their backs.

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Punch Up

Objects in the environment become weapons of mass destruction once Spencer recalls the Punch Up technique. With this ability, objects such as crates, rocks, vehicles, and even enemy soldiers can be knocked upward, then kicked toward nearby or distant foes for high-impact damage. Whole groups of troops can be killed with a well-timed Punch Up, so don't overlook this handy ability.

Objects that can be knocked around with a Punch Up will flash when Spencer moves close to them.

Throw

Similar to the Punch Up, the Throw ability lets Spencer grapple onto nearby objects, kite them upward into the air, and then hurl them toward his enemies for even greater impact damage. Throws take a bit longer to execute than a Punch Up, but they generally cause more damage, and Spencer can throw objects much farther than he can kick them after a Punch Up.

Try throwing and punching enemies into others for massive chaos!

Whip Spin

The final ability Spencer recalls is also one of the most powerful. Whip Spin attacks inflict tremendous damage on everything standing within a short distance of Spencer, as he whirls about in a fury with his arm's wire fully extended. Whole groups of soldiers can be wiped out in short order with this attack, but the Whip Spin can only be unleashed when Spencer's adrenaline meter (which appears near his ammo after the Whip Spin is recalled) is full.

Spencer's adrenaline meter fills as you defeat enemies. Each soldier killed fills the meter by one point; larger enemies such as Biomechs add two points when killed.

Push the Button

Spencer can also use his adrenaline to activate the Push the Button ability, which he recalls at the same time as the Whip Spin. Push the Button lets you perform devastating attacks against powerful adversaries, such as Biomechs and Polycraft, when you "push the button" at the correct time during battle. Simply grapple such a foe when Spencer's adrenaline meter is full, then press the Heavy Punch and Arm Action buttons at the same time to reel in and tear the Biomech or Polycraft apart.

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Conventional Warfare

Bionic-based attacks are both awesome and powerful, but you'll often need to rely on conventional arms during the heat of combat. Fortunately, the array of death-dealing devices available to Spencer is equally awesome.

Weapon Inventory

Spencer packs only a basic sidearm at first, but an assortment of advanced weaponry becomes available as he progresses through his mission. Tap the Inventory button to cycle through your current weapons, or hold down the button to call up the inventory window, where you can view your options and choose the right implement of destruction for the task at hand.

Call up the inventory window to quickly review your current ammo for each weapon. If you're running low, conserve ammo by employing bionic arm attacks.

Firing from the Hip

Once you've picked out a suitable tool of mayhem, simply center your view on a hostile and press the Fire button to shoot from the hip. This is the fastest way to fire, and it also affords you total freedom of movement, which is handy when you need to dodge return fire. It's tough to hit anything standing more than a few feet away when firing from the hip, though.

Aiming

Press the Zoom button to toggle your view and gain some extra accuracy. Then take careful aim and squeeze off a few shots at a time to pick apart hostiles from afar. Your movement speed is drastically reduced while aiming, but it's easy to burn through lots of ammo on remote targets if you don't zoom in.

With a bit of practice, headshots become easy to achieve while aiming. A headshot is lethal to most infantry, so use Zoom mode often and aim high when you fire.

Frag Grenades

When a gang of enemies is giving you grief, nothing's better at clearing them out than a well-placed frag grenade. Spencer can toss these potent explosives quite far, and they detonate on impact with the first enemy they strike (or after a few seconds if they miss). Toss a grenade in the midst of troops and watch in glee as they all go flying. Frag grenades are also ideal against larger, more powerful adversaries, such as Polycraft and Biomechs.

Ammo Pickups

Unlike bionic-based attacks, conventional weaponry requires ammunition. Ammo can sometimes be found lying around but is more commonly dropped by enemy soldiers after they're killed. There are two types of ammo pickups: Yellow ones supply bullets to your Tungsten pistol, while each blue pickup contains a frag grenade.

Enemies are more likely to drop ammo when your reserves are low. If you're running out of ammo, use bionic attacks to kill infantry and score some more.

Use the bionic arm to snatch ammo from afar.

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Weapon Database

Here we reveal the different forms of conventional weaponry in *Bionic Commando*, with data files on their stats and functions. You always carry the Tungsten but must rely on your superiors to send you advanced arms in the field by way of insertion pod.

Insertion pods appear as blue nav beacons in the environment and on your radar. Check them for weapons and use their ammo wisely, as more is hard to come by.

SteinMech M3-BC Tungsten

Weight: 1.55kg empty

Fire Mode: Single shot

Manufacturer: SteinMech International

The SteinMech 4.62mm "Tungsten" semi-automatic pistol is the personal defense weapon of choice for close-quarter FSA military vehicle and aircraft crews. This weapon was subsequently adopted by TASC Special Ops, and the M3-BC variant model was specially modified for use by bionically augmented TASC Special Ops troops.

Drayton AA-9 HIKER

Caliber: 12.7mm/15.5mm

Weight: 16kg empty

Fire Mode: 9-round burst

Manufacturer: Drayton Arms Company

The AA-9 HIKER is a semi-automatic weapon with a unique design to optimize its armor-penetrating capabilities. One shot from the HIKER delivers nine rounds: eight hardened shrapnel shells and a final armor-piercing slug. The combination of its armor penetration and wide-ranging shrapnel damage has earned the HIKER the nickname "The Show-Stopper."

Carbell & Zhang ASR-91A Yelena

Caliber: 7.72x52mm

Weight: 15kg empty

Fire Mode: Single shot

Manufacturer: Carbell & Zhang

The Yelena is a short-recoil anti-materiel/anti-personnel semi-automatic sniper rifle designed for long-range combat and notable for its unparalleled accuracy. Despite its relatively small frame and appearance, the Yelena rifle is capable of delivering tremendous amounts of damage due to its highly advanced SCRAPS ammunition. The weapon's one weakness is its unusually heavy recoil, which was not a problem for bionically altered TASC Special Ops troops.

Flazhe AM-10 Tarantula

Caliber: 15.2kg SCARS custom rockets

Weight: 18kg empty

Fire Mode: Up to 6 rockets simultaneously

Manufacturer: Flazhe Weapon Systems

The Tarantula is the epitome of next-generation portable missile launchers. Its targeting system can lock onto and track as many as six targets simultaneously with remarkable precision. In combination with the self-propelled SCARS rounds, this gives the Tarantula the ability to engage several targets in one shot.

Drayton AC-09 Bulldog

Caliber: 40mm grenade

Weight: 3.5kg empty

Fire Mode: Single shot

Manufacturer: Drayton Arms Company

The Bulldog is a single-shot grenade launcher that fires 40mm grenades. The oldest firearm still in use by FSA military forces, it remains in the arsenal because of its simplicity and reliability. The weapon needs to be reloaded manually and has no built-in guidance system, but it's still an old favorite among FSA soldiers.

Hessler SJMG

Caliber: 7.62mm

Weight: 9kg empty

Fire Mode: Full auto

Manufacturer: Hessler Heavy Industries

A high-caliber machine gun capable of firing at a considerable rate, the SJMG is a somewhat bulky but trustworthy firearm. The name SJMG is an abbreviation of "Super Joe's Machine Gun," as the weapon's submachine gun prototype was created by Joseph Gibson himself during the Imperial Incident. The modern version is much heavier than its predecessor but also has greatly increased stopping power.

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Info Screen

A wise operative stays informed. Call up the info screen at any time to review various information, including your current objectives, challenges, rewards, and any data files that have been sent to you.

Objectives

Check the objectives portion of the info screen to review your current mission priorities. Targets of interest related to your mission appear as yellow or orange nav beacons in the environment, and also on your radar.

Challenges and Rewards

You'll periodically receive special challenges as you guide Spencer along his mission. Most of these challenges are purely optional, but completing them often earns you special rewards, including armor and weapon upgrades. Always keep track of your current challenges and try to satisfy each one as early as possible. The sooner you clear your challenges, the longer you can reap the rewards.

The walkthrough points out many ideal opportunities to accomplish challenges. Check the appendices at the back of the book for a complete list of each and every challenge and reward.

Dossier Files

Every vital data file you're sent is stored in the dossiers section of the info screen. Review these files to gain insight on a variety of topics, including enemies you face and weaponry you acquire. Stay sharp out there, soldier.

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CHARACTERS AND VILLAINS

Bionic Commando is set in a rich world full of interesting characters, powerful organizations, and nefarious evildoers. Here we provide overviews for each one. Read on for a better understanding of the events that have led to the current crisis in Ascension City, along with insight on how to overcome the many hostiles that now inhabit the area.

Organizations

Federal States of America (FSA)

The FSA is a nation born from a political and economic crisis in the United States of America in the early 21st century.

History

Due to its turbulent conception, the FSA government took a hard-line approach to politics, putting libertarian values aside to maintain law and order. Despite its youth, the FSA has had an eventful history. Most notable is the Imperial Incident a decade previous, when a military faction seeking to revive fascism attacked several FSA cities. Wild rumors abounded across the FSA back in those days, including that the Imperials had launched a massive floating air fortress, and that they had found a way to revive the dead. The threat was eventually overcome thanks to the deployment of the first Bionic Commando, Nathan Spencer.

Afterward, bionics became the issue of the day. Many championed the technology after its successful role in defeating the Imperial threat and appealed for it to be released into civilian use. However, many others were fearful that the unknown technology could lead to ordinary humans becoming "obsolete." The issue came to a head when a presidential directive was issued to shut down the controversial bionics program. In what came to be known as the "Bionic Purge," all military personnel who'd been outfitted with bionic augmentations were ordered to turn in their bionics or have them forcibly removed. But this heavy-handed tactic backfired, as pro-bionics followers rioted, and many disgruntled bionic operatives chose to flee instead of giving up their artificial parts. This eventually led to the rise of the Bionic Resurrection Initiative (or "BioReign").

Present

Despite suffering several terrorist attacks from pro-bionics groups, the chaos eventually subsided, and the FSA once again knew peace. But with BioReign's recent attack on Ascension City, the nation is facing its greatest crisis yet.

Tactical Arms and Security Committee (TASC)

TASC is the FSA's military intelligence and security agency, mandated with protecting the FSA from threats both domestic and foreign. The organization invented and produced bionic technology for military use. Its current director is Joseph "Super Joe" Gibson.

History

TASC members were the most powerful agents in the FSA government in its early days, and the organization was crucial in creating modern bionic technology. At the height of its power, TASC had at its disposal a team of bionic-enhanced Special Ops commandos that was considered the finest in the world. TASC suffered greatly from the Bionic Prohibition Act. At the time when President Allen executed the act, TASC's military was almost entirely made up of bionic Special Ops soldiers. TASC recovered from the blow, but the organization's power is still far from what it once was.

Present

TASC's influence has been waning since the Bionic Purge, but despite this, it still has more control over the FSA government than any other body save the office of the president.

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The Imperials & BioReign

History

Now defunct, the Imperials were a dangerous paramilitary group who sought to revive fascism in the FSA. Formed of traitors and fascist sympathizers from the dregs of the FSA military, the Imperial Army was founded by Generalissimo Killt. Many people followed the charismatic Killt in the dawn of the Imperial Army, and their ranks quickly grew. The deranged Killt stole the plans for the Project Albatross weapons platform, the relic of a long-dead military regime, and decided to execute the project himself. To do that, he needed the help of one man: the Leader, a fascist dictator now long dead. The Albatross was activated, but Killt was betrayed by the Leader, who was in turn defeated by Nathan Spencer and Joseph Gibson.

Present

Although the Imperials were utterly defeated by the FSA Army, Killt's rhetoric did not die so easily. Many Imperials who escaped punishment fled underground, where they eventually came into contact with disgruntled bionic operatives forced into hiding by the Bionic Purge. Together they formed the Bionic Resurrection Initiative (BioReign) and vowed to wipe out the FSA once and for all.

Characters

Nathan "Rad" Spencer

The first TASC Special Ops "Bionic Commando" and a war hero from the Imperial Incident, Nathan "Rad" Spencer was dishonorably discharged when he failed to obey direct orders during Operation Blackout. As a result, Spencer was court-martialed and sentenced to death for treason.

History

After losing his arm to a grenade blast in the FSA's early years, Nathan Spencer was assigned to TASC's Research and Development division, where he became the first official test subject for military-grade bionic technology. When TASC agent Joseph "Super Joe" Gibson was captured by the Imperials during a recon mission, a behind-the-lines rescue operation was planned to get Gibson out. Spencer was transferred from the R&D division to TASC Special Ops. The mission was a success, with Spencer managing not only to rescue Gibson from the Imperials but also to stop their newly activated weapons platform, the Albatross.

Spencer was celebrated as a hero after the mission, and TASC soon found its bionics program in great demand. Now under the command of Joseph Gibson, the organization flourished, and many other operatives were enhanced with bionic parts. As the original Bionic Commando, Nathan Spencer became responsible for training these new operatives. At the same time, Spencer began to undertake a series of high-risk, covert operations.

On one such mission, code-named Operation Blackout, Spencer's sense of justice came into conflict with the orders from his superior and friend Gibson. In refusing to kill two rogue bionic prototypes, Spencer disobeyed a direct order, which ultimately led to the deaths of several TASC agents. Spencer was court-martialed, convicted of treason, and sentenced to death.

Present

Having spent the last five years on Death Row awaiting execution, Spencer has now been temporarily reinstated because of recent events in Ascension City. Military Intelligence Clearance Beta is required for detailed information.

Joseph "Super Joe" Gibson

"Super Joe" was a key figure during the Imperial Incident and well known war hero of the FSA. Together with Nathan Spencer, he managed to stop the Imperials and their

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Albatross weapons program. Gibson currently serves as the director of TASC.

History

Joseph Gibson started his career as a private military contractor in a small group called MERCs. His leadership abilities and meticulous attention to detail earned him the nickname "The Supervisor" and caught the attention of the TASC organization. Gibson started out in TASC as a field agent, but his knack for discreet intelligence-gathering soon made him TASC's top operative in the field of espionage and tactical sabotage. He was also involved in the development of bionics from the outset. When the Imperials attacked several FSA cities, Gibson was sent in behind the lines to investigate the threat. Gibson's mission was compromised and he was imprisoned by the Imperials.

Due to the sensitive nature of the information Gibson possessed, TASC decided that "Super Joe" had to be broken free before any of that information fell into the Imperials' hands. Gibson was soon rescued by Nathan Spencer, and both men moved on to stop the Albatross. Their mission was successful and the Imperial threat came to an end. After a long recovery—the imprisonment and torture was far more traumatic than first assumed—Joseph Gibson returned to TASC and was shortly promoted to director of the entire organization.

Having witnessed first-hand the success of Spencer's rescue mission, Joe rapidly expanded the bionics program, enlisting dozens of new recruits to create new Bionic Commandos. But public opinion soon turned against bionics, and Joe found himself fighting to defend the technology. In the power struggle, Joe was powerless to help Spencer when he was accused of treason and sentenced to death.

Present

When bionic technology was outlawed by the government directive known as the Bionic Purge, much of TASC's power was lost. Following the bombing of Ascension City, the reactivation of Spencer for one more behind-the-lines assault is Joe's best chance for redemption.

Patrick Armstrong

Armstrong is the FSA's Secretary of Defense and the man in charge of national defense policy. During the Imperial Incident, Armstrong led the FSA Armed Forces in a military operation that ultimately led to the annihilation of the remaining enemy opposition.

History

Patrick Armstrong has been a part of the FSA Armed Forces since their inception. He became known as a brilliant tactician who executed his strategies with great resolve. Armstrong's rise through the ranks of the FSA military was meteoric, and before long he had earned the rank of general.

Shortly thereafter the Imperials attacked several FSA cities. Armstrong's first task was to rally and organize a defense, then to retaliate and push back the Imperial troops. By this time Nathan Spencer, the Bionic Commando, had infiltrated the Imperial territory, and his sabotage made it easier for Armstrong's troops to push back the opposition. Despite the success of the behind-the-lines operation, Armstrong never publicly acknowledged Spencer's part in the campaign. In the aftermath of the battle, Armstrong was rewarded for the victory, but his feats were completely overshadowed by those of Spencer and Joseph Gibson.

Conservative and traditional, Patrick Armstrong is strongly opposed to TASC's bionics program, and he is believed to be one of the major proponents of the Bionic Purge.

Present

The Ascension City bombing shocked the FSA Armed Forces, and so far the response has been a complete disaster. The FSA military has lost much of its credibility, and Armstrong cannot afford another setback.

Jayne "Mag" Magdalene

A second-generation Bionic Commando, Jayne Magdalene has been outfitted with a bionic leg augmentation that increases her speed tremendously. She managed to escape the Bionic Purge and is believed to have joined the pro-bionics terrorist group BioReign.

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History

Serving the FSA Armed Forces as an infantry soldier, Jayne Magdalene lost both her legs in a land-mine explosion. She was subsequently offered a place in the TASC Research & Development division, as a test subject for the newly developed bionic technology. Magdalene was equipped with bionic legs, allowing her to dash at tremendous speeds and jump great distances. She received combat training from Nathan Spencer, and the two carried out several missions together, the most infamous being Operation Blackout, which ended in disaster and Spencer's arrest.

Magdalene was a notorious daredevil and a brash user of her augmentations. She required far more modifications and maintenance than any other TASC Special Ops agent due to the speed at which she wore down her bionic enhancements. During the Bionic Purge, Magdalene vanished underground, choosing to abandon her post and career rather than give up her bionics.

Present

Recent military intelligence has indicated that Magdalene joined the pro-bionics terrorist group BioReign. She is believed to be among the senior officers in the organization, currently deployed in the operation in Ascension City.

Silver

Little information exists on the terrorist suspect known only as Silver. However, his affiliation with the pro-bionics terror group BioReign has been verified.

History

Info is scarce regarding Silver's history and involvement with BioReign. There have only been a handful of confirmed sightings and reports regarding the subject, who is thought to rank highly within the organization. Intelligence groups operate under the assumption that Silver works as a kind of ambassador for BioReign, trying to rally as many of the pro-bionics groups as possible under the organization's banner.

Present

Silver's presence has been confirmed in recent months at several locations around the world, including terrorist arms bazaars.

Gottfried Groeder

A veteran of the Imperial Incident, Gottfried Groeder, long thought dead, is currently suspected to be the leader of the BioReign militia.

History

During the Imperial Incident, Groeder was the most trusted soldier of the Imperial leader, Generalissimo Killt. As a result, Groeder was assigned to guard the captured FSA agent Joseph Gibson (a.k.a. Super Joe), who was being held at an Imperial POW camp.

Reports by Gibson have revealed the Groeder was a sadistic prison guard, eager to torture and break down the inmates. The FSA soldier Nathan Spencer, sent on a rescue mission to free Gibson, encountered Groeder in the prison. Spencer managed to defeat Groeder, and Gibson was rescued.

Groeder encountered Spencer a second time during the Imperial Incident, this time on board the Imperial weapons platform code-named the Albatross. Once again Spencer was victorious. Groeder was presumed killed in the destruction of the Albatross.

Present

Recent intel has revealed that against all odds, Groeder survived the destruction of the Albatross and is now alive and at large in the pro-bionics terror group BioReign. He is believed to be an officer of high rank, possibly even the leader of the entire BioReign militia. His base of operations is assumed to be BioReign's mobile HQ, the Constructor.

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Enemies

BioReign Infantry

Although classified as a terrorist organization, BioReign is closer to a private militia, a formidable paramilitary force that is far more disciplined, knowledgeable, and equipped than any comparable terrorist organization. The basic unit of any militia is the infantry soldier.

Almost all of the soldiers connected to BioReign are either former members of the Imperial infantry or rogue TASC operatives, most of whom have had full combat experience. Therefore, the BioReign infantry is to be considered both battle-proven and well-equipped.

Because of the unique nature of the Ascension City battleground, all soldiers have been fitted with special radiation suits, face masks, and equipment for hostile situations. Although infantry troops may be lacking in firepower, they more than make up for it in numbers.

There are four basic classes of BioReign infantry: grunt, leader, sniper, and heavy.

- **Grunts** are the most common enemies you'll encounter. Their orange hazard suits offer them little protection, and though they carry rifles and stun sticks, they're no match for a highly trained operative like Spencer. Headshots, explosives, and high-impact collisions against grunts equate to instant kills.
- **Leaders** are high-ranking grunts armed with grenades. They wear red hazard suits and are a bit tougher than grunts, but they're still no match for Spencer. Like grunts, leaders are easily killed by headshots, explosives, and high-impact collisions.
- **Snipers** can inflict great damage across long distances with their advanced high-caliber rifles. Laser sights grant them exceptional accuracy but also give away their hiding spots. Snipers can really dish it out, but they can't take it. Close the distance and deliver fast zip kicks for quick kills.
- **Heavies** are BioReign's most advanced soldiers, armed with powerful machine guns. Their heavy body armor soaks up damage and makes them impervious to headshots, so don't waste bullets on them. Kill heavies with explosives instead, or by tossing them about or hurling objects at them.

Biomechs

Biomechs are mechanized infantry suits used by several armies around the world. The arrival of Biomechs on the battlefield changed the face of war drastically. The combination of mobility, damage resistance, and the ability to carry heavy weaponry makes Biomechs one of the deadliest and most feared adversaries in combat.

Thanks to its connections to militaries around the world, BioReign has several dozen Biomech suits at its disposal. Extensive knowledge in the field of bionics has allowed BioReign to experiment with several Biomech designs, adapting them to the challenges anticipated in the harsh environment of Ascension City.

Primarily built for offensive combat, Biomech suits are designed to absorb damage from all angles; however, their rear is more susceptible to physical stress.

There are six major types of Biomech:

- **Shield Biomechs** carry towering shields and are designed primarily for defense. They activate energy barriers while stationary, making them almost invincible

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to frontal attacks. Beware these brutes' arm cannons, which fire powerful spreads of shrapnel, and don't get too close or they'll batter you with melee blows. Utilize Spencer's superior mobility instead, circling around the Biomechs' shields and punishing their vulnerable backsides with zip kicks or conventional fire.

- **Standard Biomechs** carry no shields and are extremely agile. They attack with great ferocity, leaping forward to smash enemies. Like shield Biomechs, they can also employ their powerful arm cannons. Though well-armored, standard Biomechs are vulnerable to most attacks, particularly explosives and high-impact collisions. As with all Biomechs, these brutes' backsides are most vulnerable. Dodge their leaping attacks and try to punish their backsides afterward with a zip kick or conventional fire.
- **Berserker Biomechs** are similar to standard Biomechs, except they wear heavier armor, making them harder to damage. Explosives, high-impact collisions, and attacks targeted at the brutes' backsides are the best ways to bring them down.
- **Commando Biomechs** are covered in even more armor than berserkers and attack with an equal level of ferocity. Tackle them just like standard Biomechs and berserkers: Keep moving to avoid their attacks and punish them at every opportunity.
- **Lancer Biomechs** carry massive weapons called HIP-Cutters, which fire steady laser beams capable of cutting through practically anything. These Biomechs are just as fast and ferocious as berserkers, but the size and weight of their HIP-Cutters slows them down, making them easy to outmaneuver. Dodge their lasers and circle behind lancer Biomechs while they're busy firing away, then punish their backsides with zip kicks. This knocks the HIP-Cutter from their grip, though they'll try to reclaim the weapon. If you're in a hurry, explosives and high-impact collisions work very well against lancer Biomechs.
- **Air force Biomechs** are the most advanced of all, capable of flying about and unleashing devastating energy attacks. Batter air force Biomechs with explosives to bring them down fast. If explosives aren't an option, shoot an air force Biomech's hands while it powers an energy projectile to stun it, then assault its exposed backside with zip kicks or conventional fire after it spins around, stunned.

Polycraft

Polycraft are highly maneuverable air units designed for quick aerial assault and interception. The BioReign force brought a large number of these units with them to Ascension City. Polycraft are easily refitted to excel in various situations and can act as both troop transports and heavily armed missile gunships.

The compact design of the Polycraft combined with its unsurpassed aerial maneuverability allows it to fly in narrow and tight environments, close to the ground without risk of collision, making it perfect for tactical surveys and interceptions.

Polycraft are sturdy and resilient machines, but analysis has shown that the armor plating over the engine is relatively thin. The engine is on the underside of the Polycraft, so an assault from directly underneath has the best chance of success.

CAUTION

Polycraft usually employ heavy machine guns, but watch out when their wing foils expand: Rockets are sure to follow.

TIP

As with Biomechs, explosives and high-impact collisions are great ways to bring down Polycraft. In a pinch, try swinging close to the aircraft and then grappling on to deliver a punishing zip kick.

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WALKTHROUGH

Ascension City Downtown I

Ascension City, pride of the Federal States of America (FSA), has fallen victim to a terrible WMD attack orchestrated by a villainous terrorist group, BioReign. The city now lies in ruins, and all attempts at reclaiming it have failed utterly. The militants' hold on Ascension City is complete—even simple FSA recon ops have been met with swift and lethal counters. It's become evident that only one man holds any chance of slipping among the terrorists and getting to the root of their nefarious intentions. That man is Nathan "Rad" Spencer, the original Bionic Commando and most elite solo operative in the world.

Objectives

- Find your bionic arm.

Dossiers Acquired

- Frag Grenade
- Spencer
- Super Joe
- TASC
- Tungsten

Insignias to Grab

1. Near the first enemy grunt
2. Atop the stairs with the ammo pickup
3. In a dark corner after the lights go out
4. Behind a vending machine past the skybridge
5. Near the last set of stairs

Challenges to Complete

Name	Feat Required	Reward
Close Up	Shoot an enemy while zoomed in.	Precision

Run and Gun

Your transport pod has crash-landed you inside one of Ascension City's battered buildings. Unfortunately, the other pod containing your bionic arm has landed elsewhere. Dust yourself off and explore your new surroundings.

TIP

Check your info screen to review your initial dossiers: an assortment of reports on TASC (Tactical Arms and Security Committee), Spencer, "Super Joe" Gibson, and your starting weaponry.

You don't have access to your bionic arm yet, but you do have your trusty sidearm: the Steinmech M3-BC Tungsten. Use it to pick off the first BioReign grunt you encounter. Zoom in for accuracy and go for the head for a clean stealth kill. (Headshots inflict huge damage.)

CAUTION

You can't unleash punches or other melee attacks until you locate your bionic arm. Keep your distance from enemies and make every bullet count.

NOTE

Encountering this first hostile brings up your first challenge, "Blood Trial." Challenges such as this one are purely optional, but completing them can unlock great rewards. Strive to complete challenges quickly to reap their benefits, and check the info screen often to keep tabs on your challenge progress.

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After dispatching your first grunt, turn around and snatch the spinning insignia behind you. Why? Because it's a collectible! Good things happen when you gather lots of these goodies; see the appendices at the back of the book for full disclosure.

Ascension City Downtown I:
Insignia 1 of 5

Another BioReign grunt stands on high alert in the room that follows. This guy will likely spot you as you approach, so shoot from the hip, unloading several rounds to drop him fast.

A team of grunts stand guard at the end of the long hall that follows. Don't fire from this distance; dash up the nearby staircase instead, nabbing an ammo pickup for your Tungsten on the way up.

Collect another insignia at the top of the stairs with the ammo pickup. Three more to go!

Ascension City Downtown I:
Insignia 2 of 5

Death from Above (Sort Of)

The stairs lead up to a small office with a giant hole in its floor. Nab the spinning insignia, then approach the hole. Zoom in and pick off the grunts below. Careful; there are several of them down there, and they're quick to return fire!

TIP

It's easier to score headshots on enemy infantry when firing from an elevated vantage—a key reason to seek out higher ground.

NOTE

Your screen becomes red as you take damage. Hurry out of harm's way to rest for a few seconds, giving yourself time to recover.

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The lights go out and the building rumbles as you continue onward. Better get out of here fast. Don't miss grabbing the insignia in the corner office as you make your way through the dark.

Ascension City Downtown I:
Insignia 3 of 5

Precision Marksman

Farther ahead, you gain a new challenge, "Close Up." Check your info screen to see that the goal is to pick off an enemy while zooming in. As luck would have it, there's an enemy standing at the far end of the skybridge ahead. Zoom in and step forward as you take shots at his head.

Challenge complete!
"Close Up"

Reward received!
"Precision"

After crossing the skybridge, nab another insignia from behind a fallen vending machine.

Ascension City Downtown I:
Insignia 4 of 5

Chatter can be heard from the foot of the stairs that follow. Head down and eliminate the building's final pair of BioReign grunts. Be sure to pick up any rounds they might drop to keep ammo in your Tungsten.

Grab this area's final insignia before rushing down the last set of stairs— it's just to the left of them.

Ascension City Downtown I:
Insignia 5 of 5

Armed and Dangerous

Sprint down a few more halls to finally locate your bionic arm's transport pod. Excellent work; with the arm attached, Spencer's awesome bionic abilities are now yours to wield.

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Tutorial

You're whisked away to a special training center after collecting the bionic arm. This brief tutorial eases you into the basics of grappling and swinging. The training center sports no hostiles, secrets, or surprises, but we provide a step-by-step walkthrough to help you through each lesson.

Objectives

- Complete each lesson and gain full clearance for active duty.

Insignias to Grab

1. Near the relay
2. In the "Rip" lesson room
3. In the "Death from Above" lesson room
4. In the "Punch Up" lesson room

Lesson 1: Basic Swing

Your first task is to complete a series of basic swings with the bionic arm. Run toward the overhead beam, then stop and look up at it. Stand close enough and a blue hook point icon will appear on the beam. (A gray icon means you're not quite close enough.) Press and hold the Grapple button once you see the icon, then jump and move forward to swing. Just keep swinging back and forth until the lesson completes.

Lesson 2: Max-Momentum Swing

For the second lesson, run toward the beam and jump, holding the Grapple button so that you latch onto the beam as you leap toward it. This is the fastest way to begin swinging.

Each time you swing forward on the beam, a small blue "momentum" icon appears near the targeting reticule. Release the Grapple button when you see the icon to let go of the beam and fly forward with great momentum. Only a full-momentum swing will land you on the far platform.

Lesson 3: Consecutive Swings

The challenge ramps up a bit during this lesson, where you must string multiple swings together without falling. Run, jump, and grapple the first beam, releasing as you swing forward. Quickly reengage the Grapple button to snag the second beam ahead, releasing again so that you swing toward the far platform.

TIP

There's no rush to reach the far platform, so take your time if need be, and swing from the beams a few times before releasing.

Lesson 4: The Leap Up

This next part's a breeze: Just approach the nearby overhead ledge and press the Grapple button once you're within range to latch on. Afterward, just hit the Jump button twice to jump and reel in your wire.

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Good work. When your wire is completely reeled in like this, pressing the Jump button causes you to leap up, landing on top of the ledge.

Lesson 5: Obstacle Course

Time to put your grappling skills to the test. Before you stretches a good-size obstacle course of beams and platforms. You've got to make your way through. Jump and swing from the first beam to the second, being careful not to get too close to the blue radiation cloud on the right.

TIP

If you're moving too fast through the air, try using the movement controls to slow down. If you overshoot your mark, use the look controls to spin around and try to grapple before you fall.

Swing from the second beam onto a third, and from there swing to solid ground. A good start, but there's still more to go!

Use the Leap Up technique to clear the next stretch, latching onto overhead ledges and repeatedly pressing the Jump button to bound upward.

To clear the final stretch, first jump out and grapple the glowing edge of the platform ahead. Then use the Leap Up to reach the platform's top.

Perfect! Now perform a running, jumping, max-momentum swing on the beam ahead to reach the far platform and clear the course. Well done!

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Lesson 6: Zip Kick and Relays

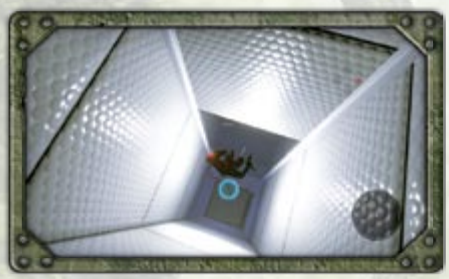
In this lesson, two decoy enemies stand near an odd communications device known as a relay. You can use your bionic arm to hack into the relay, but first you must defeat the decoys, because relays can't be hacked while enemies are about. Target each decoy and press the Grapple button to latch onto it, then press the Jump button twice to leap into the air and zip toward the decoy, slamming into it with a high-velocity dropkick. The decoy turns green after being successfully zip-kicked; repeat this on the remaining decoy to secure the area.

TIP

Zip kicks are a great way to quickly close in on distant foes and inflict good damage in the process. You can then finish the target off with subsequent arm attacks. Such tactics help to conserve ammo.

With all decoys green, grapple the relay and then press the Arm Action button to hack into it. Great work; you've completed the main tutorial and are now clear to resume active duty. Simply choose the "Exit Tutorial" option from within the relay's data stream to end this training session and return to the action in Ascension City. Or, if you like, you can use the relay to access a few additional tutorial lessons. The choice is yours!

If you're a fan of collectibles, you'll definitely want to check out the bonus lessons—almost all of them feature hidden insignias for you to claim. There's an insignia near the relay as well; to find it, first spy an overhead beam that you can grapple.



Latch onto the beam and then swing your way across a few more on your way to discovering a tall vertical shaft. An insignia floats in midair about halfway down the shaft; drop down and nab the collectible as you fall, making your way back to the relay afterward.

Tutorial:
Insignia 1 of 4

Bonus Lesson 1: Rip

Hack the relay and choose the "Rip" option to play an optional lesson that teaches you the Rip ability—a technique that Spencer will recall later in the adventure. To clear the lesson, simply grapple the glowing red object ahead and then press the Arm Action button repeatedly until you yank the object out from the wall, turning it green.

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You likely noticed the collectible floating in the background during this lesson. To reach it, return to the Rip lesson and use the overhead beams to sneak your way around the side. Grab your prize and complete the lesson.

Tutorial:
Insignia 2 of 4

Bonus Lesson 2: Death from Above

Hack the relay and choose "Death from Above" to play an optional lesson that teaches you how to perform the Death from Above ability—Spencers recalls this technique later in the adventure. This one's a breeze; just drop down the opening in the floor, making sure to grab the collectible insignia on the way down. Also make sure to press the Heavy Punch button repeatedly as you fall to power up a Death from Above attack. The massive shockwave caused when you land strikes all of the surrounding decoys, turning them green and completing the lesson!

Tutorial:
Insignia 3 of 4

Bonus Lesson 3: Punch Up

Hack the relay and choose "Punch Up" to play an optional lesson that teaches you the Punch Up ability—a technique Spencer recalls later in the story. Simply press the Heavy Punch button to knock the green block ahead of you upward, then quickly jump and press the Arm Action button to kick the block across the room and into the enemy decoy.

Return to the Punch Up lesson if you'd like to collect another insignia. It's floating just behind you at the lesson's start; use the bionic arm to grab it, then clear the lesson again to take it with you.

Tutorial:
Insignia 4 of 4

Bonus Lesson 4: Throw

Hack the relay and choose "Throw" to play an optional lesson that teaches the Throw ability—an ability that Spencer will recall later on. To clear this lesson, first grapple the green block in front of you, then press the Heavy Punch button to kite it into the air.

While the block is airborne, notice that the decoy enemy ahead becomes targeted by a special red reticle. Press the Arm Action button to throw the kited block at the decoy, smashing it with great impact.

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Ascension City Downtown I - Cont'd

You've returned from basic training; now let's see you use what you've learned. This short segment features no enemies, allowing you to get acquainted with the use of the bionic arm in a real-world environment. You'll also get your first glimpse of the terrible state of Ascension City's battered streets. This place is in desperate need of help, soldier, so let's get moving!

Objectives

- Access the drainage tunnel to reach downtown.

Insignias to Grab

1. Floating high amongst the street signs

Challenges to Complete

Name	Feat Required	Reward
First Swing	Perform a swing.	None
Leap Up!	Use the Leap Up technique.	None
Reel In	Reel in three times.	None
Swinger	Complete three consecutive swings.	None

Scouting the City

Better get out of this building before it collapses. Head through the giant hole in the nearby wall to get your first look at the outside world.

The city's in rough shape indeed. Much of it lies battered, and radiation blankets every building in sight. What a tragedy. Someone will pay for this.

CAUTION

That strange-looking blue stuff covering the buildings is radiation. This substance is extremely hazardous to bionics, so your arm's systems won't allow you to grapple anything that's covered in blue. Dense pockets of radiation can kill you fast, so don't linger near radioactive areas.

Leap of Faith

You're way up high and there's only one way down. Take a deep breath and jump for it! Don't worry; Nathan's a tough dude, and you won't come to any harm when you land on the street below.

Back in the Swing

Whoa, what a rush! The city might be in terrible shape, but there are still plenty of objects for you to grapple and swing on. You can't latch onto buildings that are covered in radiation (the blue stuff), but streetlights, traffic signals, and various signage are all viable targets for your wire. Spend some time swinging about the street, aiming to complete your new challenges.

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With a bit of effort, you can complete several challenges here in the street before moving on. The ones you can't complete at this time are Hand-to-Hand, Kick in the Back, and Blood Trial, as those require enemies for you to combat.

Challenge complete!
"First Swing"

Challenge complete!
"Leap Up!"

Challenge complete!
"Reel In"

Challenge complete!
"Swinger"

Don't miss this area's lone floating collectible while swinging along the street: It hovers high above the signage. Grapple one of the higher street signs and practice making big swinging leaps until you finally nab your prize.

Downtown I - Cont'd:
Insignia 1 of 1

CAUTION

Go crazy with your swinging out here in the city, but be careful not to fall into any fire or dense pockets of radiation. These hazards pose serious threats to your health.

When you're ready to get a move on, follow your navigation beacon to locate a broken drainage tunnel. Head inside to travel to the city's downtown district.

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Ascension City Downtown II

Objectives

- Reach the first relay and hack it.

Insignias to Grab

1. Hovering just above the first street
2. Near the large radiation hole, close to a fire
3. Near the broken tram rail
4. On a high ledge above the car tunnel

Now you're getting somewhere. BioReign has a far stronger presence in Ascension City's downtown district, so you know you're getting closer to discovering their plot. Communications with Super Joe have been scrambled, though—there's too much radiation interference downtown. Your first order of business is therefore to hack into the enemy's relays to reestablish the com signal.

Challenges to Complete

Name	Feat Required	Reward
Blood Trial	Kill 10 grunts.	Hip Shot; new challenge
Hand-to-Hand	Kill a grunt in hand-to-hand combat.	Light Armor
Kick in the Back	Perform two zip kicks on an enemy.	None

A City in Ruins

Step out of the tunnel and into the light. Things are even worse in this area of the city, which is closer to the site where the Witherer was detonated. The street's a mess, so start leaping and swinging along the overhead signposts.

Swipe the insignia that floats just above the first stretch of broken road.

Ascension City Downtown II:
Insignia 1 of 4

You're soon given the option to watch a tragic event unfold. Hold the Look button when indicated to witness a massive skyscraper collapse at the far end of the street, cutting you off and creating a huge dust cloud. Good thing you weren't over there!

Scan the radiation-filled hole at the street's end to find a hidden insignia near some fire. A good way to safely reach this prize is to swing and leap from the broken tram rail across the way—just don't fall into the hole!

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Ascension City Downtown II: Insignia 2 of 4

There's no going forward anymore, so turn left in front of a giant irradiated chasm and take a side street. Use your arm to grapple and swing along the overhead tram rail, avoiding the fire and yawning abyss below.

TIP

Take your time while swinging along the tram rail. Reel in and leap up onto the rails if need be, then run along them.

Continue following the tram rail as it twists and bends. Keep your Grapple button held down at all times, releasing it only when you wish to release during a swing. You don't want to fall!

Snatch another insignia hovering beneath the broken tram rail as you swing along.

Ascension City Downtown II: Insignia 3 of 4

Tunnel Guards

Two BioReign grunts stand guard over the tunnel at the end of the line. Time to complete a few challenges! Use your wire to grab hold of a grunt, then quickly press the Jump button twice to deliver a punishing zip kick. Quickly follow up with another zip kick to finish off the grunt and complete a challenge. Kill the other grunt off with melee blows to satisfy your two remaining challenges (these two grunts plus the eight you killed in part 1 of Crash Landing fulfill the "Blood Trial" challenge).

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Challenge complete!
"Kick in the Back"

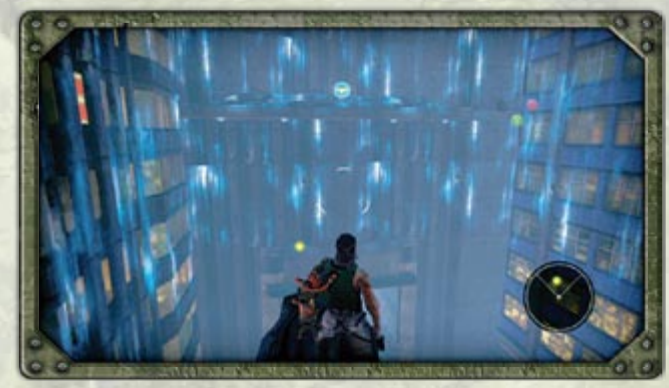
Challenge complete!
"Blood Trial"

Reward received!
"Hip Shot"

Challenge complete!
"Hand-to-Hand"

Reward received!
"Light Armor"

Hidden Insignia



You've secured the area, but did you happen to notice the insignia floating on a ledge above the car tunnel? Don't enter the tunnel if you want to get it. Instead, use your arm to reach the very end of the tram rail (from which point you have an excellent view of the insignia).

A series of high-momentum swings might land you near the insignia, but there's an easier way to nab this tantalizing prize. Drop from the final bit of rail, making sure to grapple its underside as you fall. Hang loose and center your targeting reticle on the rail's tail end, then release. Quickly grapple back on, latching onto the tail end of the tram rail. Now start swinging.

Build up plenty of speed and release when the momentum icon appears. A full-momentum swing from the tail end of the tram rail will carry you over to the insignia. Not an easy grab, but this approach makes it doable!

Ascension City Downtown II:
Insignia 4 of 4

With the insignia tucked away, head through the nearby car tunnel to reach the next area.

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Ascension City Downtown III

The city's clearly in a tragic state and you've yet to reestablish communications with Gibson. Continue your search for the enemy relay.

Insignia Locations

1. Hovering near the tram rail near the first relay
2. In a darkened room inside the building with the stuck tram car
3. Beneath the shattered overpass after exiting the building
4. Inside a hanging tram car (rip down the car to reveal)
5. Atop a tall tram rail support beam

Objectives

- Reach the first relay and hack it.
- Hack the second relay.

Dossiers Acquired

- BioReign
- BioReign Infantry

Challenges to Complete

Name	Feat Required	Reward
Train Block!	Pull down the vehicle blocking your way.	New challenge

Overpass Showdown

You emerge from the tunnel in a new section of the downtown district. Leap and swing on the overhead signage to cross the chasm ahead.

Turn left when you reach your navigation beacon, then press the Look button to witness two enemy aircraft deploying BioReign infantry atop a crumbling highway overpass. You'll need to take these guys out.

Look up and spy a bit of tram rail. Jump up, grapple the rail, and then swing across the chasm, heading for the broken highway.

Two grunts patrol the overpass. Use zip kicks and melee attacks to wipe them out if you still have challenges to clear. Or simply take aim and drop them with your Tungsten.

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Securing the Relay

The relay you must hack stands just to the left of the overpass. A few more grunts guard the relay, but you're in a fantastic position to pick them off. Remain on the overpass, zoom in, and take shots at the grunts to eliminate them from a safe vantage.

TIP

When only one grunt remains, drop down and rush forward to deliver a zip kick, following up with some melee blows for a fast, ammo-conserving kill.

Before hacking the relay, return to the broken overpass and spy an insignia floating near a stretch of shattered tram rail. Swing from the rail to claim the prize, being quick to turn in midair and grapple back to safety after you make the grab.

Ascension City Downtown III:
Insignia 1 of 5

With the area free of hostiles, latch onto the relay and press the Arm Action button to hack into its systems and reestablish communications with Gibson. If you like, peruse the data files for a bit of insight into the current scenario before returning to the action.

NOTE

Your progress is saved each time you hack into a new relay.

Partial Recall

Listen to Super Joe's instructions and then return to the top of the highway overpass. When you notice a tram car stuck in the side of a building, you recall an ability: the Rip technique. Now you can yank and pull many objects that you grapple—including enemy grunts! Try it out on the stuck tram car: Grapple the car, then press the Arm Action button repeatedly to rip it out of the wall.

Reward received!
"Rip"

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NOTE

You must be standing on solid ground to rip down objects. Objects that sport a yellow hook point icon when sighted can usually be ripped down.

Challenge complete!
"Train Block!"

Great work; your new ability has helped you open the way forward. Unfortunately, it has also exposed you to a grunt who's patrolling inside the nearby building! Zoom in and pick off the grunt from afar. When the threat has been neutralized, grapple the building above the hole and swing inside.

TIP

You can also use the Leap Up technique to scale the building from the street and enter the hole.

Dash through the building, using your Tungsten to cut down each group of enemy grunts you encounter. Flee to safety if you take too much damage; wait until your wounds are healed and then reenter the fray. Explore the building thoroughly to discover an insignia hidden in one of its darkened rooms.

Ascension City Downtown III:
Insignia 2 of 5

BioReign Outpost

Super Joe asks you to hack another relay so you can receive resupply via drop pods. Sounds like a plan. Exit the building through its opposite side to return to the streets. Careful: A BioReign field outpost lies just ahead.

After exiting the building, search beneath the ruined overpass to discover another hidden collectible. Pocket this prize before moving on.

Ascension City Downtown III:
Insignia 3 of 5

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Jump and grapple the overhead train car, then swing toward the BioReign grunts ahead. Take aim and pick off the pair of grunts on patrol beneath a ruined overpass.

The outpost is dead ahead, but don't tackle it just yet. Instead, grapple and leap up to the top of the overpass above you.

NOTE

Sighting the BioReign outpost up close scores you a couple of new dossier files.

Several more grunts patrol the top of the crumbling overpass. Kill them all, leaping and swinging from one chunk of highway to the next. With the overpass secure, you're free to exploit its height advantage by raining bullets down on the remaining hostiles near the outpost.

With the area secure, return to the top of the crumbling highway and spy an overhead tram car hanging from a ruined rail. Latch onto the car and rip it down to reveal a hidden insignia! Grapple the rail and reel in to claim your prize before continuing to the next area.

Ascension City Downtown III:
Insignia 4 of 5

Spy this area's final insignia floating high atop a tall tram rail support beam near the grunt outpost. Grapple up and claim the collectible before proceeding to the next area.

Ascension City Downtown III:
Insignia 5 of 5

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Ascension City Downtown IV

You've reestablished communications with Super Joe; now you must hack another relay so he can supply you with advanced weaponry. What are you waiting for? Advanced firepower awaits!

Insignia Locations

1. Out in the open near a tram car
2. Floating in the initial minefield
3. Near a building with a big hole in its side
4. Atop a building near the final relay
5. Floating in the distance beyond the final minefield

Objectives

- Hack the second relay.
- Hack the third relay.

Dossiers Acquired

- Patrick Armstrong
- Buraqs

Challenges to Complete

Name	Feat Required	Reward
Slayer	Kill 25 grunts.	Two new challenges
Train Wreck	Pull down three train cars.	None
Kaboom	Use a grenade to kill one grunt.	Ammunition Upgrade 1; new challenge

Mischievous Mines

A nasty patch of floating electric mines draws your eye as you enter the next section of the downtown district. An insignia collectible is within view, but you must shut those mines off before you can reach it. And to do that, you need to hack another relay.

Ignore the mines for the moment and spy a stretch of tram rail to the left. You know what to do: Jump and swing along the rail, looping around the nearby building.

NOTE

You acquire a new dossier file on Patrick Armstrong, the FSA's hardheaded Secretary of Defense, when Gibson contacts you the next time. Check it out.

A lone BioReign grunt patrols the far side of the building. For practice, try eliminating him without using any ammo. A zip kick followed by a few melee attacks works quite well.

Grenade Acquired

This grunt drops a special goodie: a blue grenade pickup, which is especially valuable. Collect the grenade, then tap

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the Inventory button to equip it. Doing so opens a new challenge, which you'll soon fulfill. Enter the nearby building to proceed.

A couple of inattentive grunts are having a discussion at the top of the stairs inside the building. Inch forward, take aim, and pick off the nearest grunt with a clean headshot. Then be quick to kill his comrade. If you've killed every enemy up to this point, you've just completed another challenge!

Challenge complete!
"Slayer"

The Mighty Buraq

Exiting the building, you catch a glimpse of a formidable BioReign transport ship called a Buraq. (Gibson quickly provides you a new dossier file on the Buraq for your reference.) You know what that means: Enemies must have been deployed nearby.

Swipe the insignia that's just sitting out in the open to your right, then scan the area below you for enemy activity.

Ascension City Downtown IV:
Insignia 1 of 5

A quick peek at the ground below shows several grunts surrounding another relay—the one you must hack to disable the mines.

Why not thin the enemy's ranks before making your presence known? Remain on the building's ledge and locate a nearby tram car. Latch onto the car and give a few tugs to send it crashing down on a pair of unfortunate grunts standing below. This should be the third car you've pulled down, which completes a challenge.

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Challenge complete!
"Train Wreck"

Your sneaky attack has alerted the remaining grunts, who now rush to open fire. You're relatively safe from harm on this high ledge, so allow the grunts to swarm in, then toss your grenade at them for widespread carnage—and to complete another challenge. Finish off any stragglers with your Tungsten.

Challenge complete!
"Kaboom"

Reward received!
"Ammunition Upgrade 1"

You're free to hack into the nearby relay after securing the area. Drop down and do so to deactivate all mines in the vicinity.

Insignia Detour

Remember that floating insignia you spotted near the initial minefield? Well, now that you've shut off the mines, why not go back and grab it? Use your arm to return to the building ledge, then backtrack through the building.

Turn left as you exit the building and notice the now-deactivated minefield. Mines that have been shut off can be approached and grappled safely. Latch onto the nearest mine, then swing your way toward the floating insignia.

CAUTION

Don't fall from the mines—there's a huge chasm below you! Keep that Grapple button depressed at all times and be sure to target mines you wish to grapple.

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The trick to nabbing this insignia lies in grappling one of the two mines that are right next to it. Once you've done that, you can simply swing back and forth until you manage to line up and swipe your prize. Return to the relay you just hacked afterward.

Ascension City Downtown IV: Insignia 2 of 5

Another set of mines stretches across another chasm back near the relay. Fortunately, hacking the relay has deactivated this batch as well. Latch onto the nearest mine and start swinging. Take your time crossing the abyss to avoid falling in.

Sneak Attack

Land on solid ground after navigating the mines and note a group of grunts standing directly beneath a hanging tram car in the distance. Don't approach the grunts; keep to the far left instead, sprinting up a huge pile of rubble to enter a nearby building through a gaping hole in its side, claiming an insignia on your way.

Ascension City Downtown IV: Insignia 3 of 5

Once inside the building, dash upstairs to locate another huge hole. You're right next to the suspended tram car; grab on and rip it down, crushing the hostiles below.

The third relay isn't far, but you must navigate a dangerous stretch of chasms to get there. Put the grappling and swinging tactics you've learned up to this point to good use, take your time, and work your way through carefully.

Scale the tall, non-radioactive building near the relay to discover a collectible on its roof. Swipe the prize before moving to secure the relay.

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Ascension City Downtown IV: Insignia 4 of 5

The Third Relay

The third relay you must hack is surrounded by numerous BioReign grunts. The first group you encounter stands guard atop a derelict overpass. Climb atop the ruined tram rail near the overpass and take shots at the men from afar. If you've got one, toss a grenade for instant death.

There's the relay, but many more grunts are prepared to give their lives in its defense. In fact, a highly trained BioReign leader defends the relay, so you'd best keep a distance. Stick to the high ground, leaping and swinging between the tall hunks of highway as you take shots at the enemy soldiers below.

NOTE

Grunts wear orange, leaders wear red. Leaders are better shots and will occasionally toss grenades, but they aren't much harder to kill. See the "Characters and Villains" chapter for further details on enemies.

Drop down and hack into the relay once you're confident the area is secure. Brilliant work; you've just deactivated another nearby minefield.

With the minefield deactivated, grapple back up to the top of the ruined overpass and latch onto the nearest mine. Before following your nav beacon out of the area, spy a collectible floating way off in the distance and carefully swing across the mines to reach it.

Ascension City Downtown IV: Insignia 5 of 5

You're all done here, soldier. Climb to the highest overpass segment and then swing your way across the minefield to reach the entrance to the next area.

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Ascension City Downtown V

You're getting closer to BioReign's true intentions, but there's still plenty of investigation left to do. Fortunately, now that Super Joe is able to triangulate your position, he'll be reinforcing you with advanced weapon systems and intel. Make the most of it!

Insignia Locations

1. Inside the first building you can enter, at the top of the stairwell
2. On roof near Death from Above ability recall
3. Near the relay on a lower ledge
4. Near the first set of mines
5. Atop the car tunnel near the Biomechs
6. Atop the bank near the Biomechs

Dossiers Acquired

- HIKER
- Insertion Pod

Objectives

- Deactivate the minefield.

Challenges to Complete

Name	Feat Required	Reward
Two Hit Wonder	Kill two grunts with a single HIKER shot.	In Your Face; new challenge
The Turn	Kill four grunts with a single grenade.	Master Blaster; new challenge
Drive By	Kill three grunts while swinging.	Sledgehammer
The Bold Approach!	Hit one Biomech with a single Death from Above.	New challenge
Fair Fight!	Defeat one Biomech.	Faster Reload 1; new challenge

The Mighty HIKER

Gibson contacts you as you enter the next segment of the city, informing you that a supply pod is en route with a brand-new toy for you: the HIKER. Scan the skyline and you'll see the pod come crashing down atop a nearby building.

NOTE

Supply pods are marked by blue navigation beacons that appear in your field of view and on radar.

Make your way to the top of the building and use the bionic arm to snatch the HIKER from its pod. Now you've got some serious close-range firepower!

Not far from your building, a gang of grunts backed by a red-clad leader stands guard atop a ruined highway. Let's

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put the HIKER to the test, shall we? Equip the weapon, then swing onto the overpass and unleash the HIKER on your foes. Try to line up two grunts, blasting them both in one shot to complete a challenge. (The leader doesn't count.)

Challenge complete!
"Two Hit Wonder"

Reward received!
"In Your Face"

Another squad guards the entrance to a nearby building. There are four grunts here and no leaders, so if you're really good, you can wipe them all out with a single grenade (provided you've found another one) and complete another challenge for a fabulous reward. Don't worry if you can't pull this off; it's tricky, and bullets work just as well.

TIP

To help even the odds, take up position on one of the adjoining rooftops and pick off a few of the grunts from a safe distance.

Challenge complete!
"The Turn"

Reward received!
"Master Blaster"

Let's Take This Inside

Enter the building after securing the outdoor area, but be prepared: The place is crawling with BioReign infantry. Don't rush things; take your time and pick off each threat in turn. Don't be afraid to flee if you become injured, and if you ever feel overwhelmed, just let loose a few blasts from the HIKER.

Climb all the way to the top of the building's first set of stairs to locate this area's first hidden insignia. One more to go!

Ascension City Downtown V:
Insignia 1 of 6

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Memories of Death

Fight your way to the far end of the building, where a gaping hole in the wall grants you access to a new section of the city. You have a sudden jolt of clarity as you approach the edge here, recalling an old ability from your past: the Death from Above technique. This one's sure to be useful!

Reward received!
"Death from Above"

It's fortunate that you've just recalled Death from Above, because you need to draw upon this powerful technique to move forward. Look down from the ledge and notice the navigation beacon you've been following—it's right above the cracked drainage pipe beneath you. How about that?

Run, jump, and dive toward the cracked pipe, repeatedly pressing the Heavy Punch button as you plummet. This activates the Death from Above ability, causing you to slam the ground beneath you with tremendous force. If your aim was true, you'll smash through the pipe, landing in the tunnel.

TIP

Missed the pipe? No sweat; just grapple your way back up to the ledge and try again.

Before exploring the tunnel ahead, grapple out and scale a nearby building to find a collectible hidden up high. Return to the tunnel after snatching this goodie.

Ascension City Downtown V:
Insignia 2 of 6

Deactivating the Mines

Sprint to the tunnel's opposite end and head outside. Turn around and grapple the rock face above the tunnel, then leap up. Be careful not to bound into any of the surrounding radiation or you'll suffer fast damage.

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Ascend to the top of the rock mound ahead to locate an enemy relay. Naturally, the site is well defended by numerous grunts and a leader. Take stock of your ammo and active challenges, then neutralize these threats in whichever manner seems most practical. Hack the relay afterward to deactivate some mines back near the tunnel.

Grabbing Goodies

More hostiles are deployed via airdrop after you hack the relay, but they're dropped way back at the other end of the tunnel you passed through. Ignore them for the moment and drop off the far edge of this rock mound to locate a hidden insignia on a lower ledge.

Ascension City Downtown V:
Insignia 3 of 6

Enemy reinforcements aren't the only things that were deployed in this area; Gibson has dropped a supply pod near your location. Follow the blue nav point to locate the pod. Claim the HIKER from within to restock your ammo, then duck back into the tunnel you used to reach this area.

CAUTION

Careful: The tunnel is now occupied by a pair of enemy grunts. This is a perfect chance to complete the Two Hit Wonder challenge with the HIKER if you haven't already.

Ambush at the Minefield

Fight your way through the tunnel and then climb back up to the surface. Numerous grunts guard this area now; use the nearby large truck as cover, popping out to pick off each hostile in turn. This can be a tough fight, so don't shy away from employing the HIKER if you start feeling overrun.

With the area secure, scan the horizon for the minefield you recently deactivated. You must swing from a nearby column to reach the mines. Cross them with care, swinging out to claim the collectible that hovers near the mines if you like before heading for the far car tunnel.

Ascension City Downtown V:
Insignia 4 of 6

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The car tunnel is mobbed with enemy infantry. Try tossing a grenade into their midst and see if you can complete "The Turn" challenge if you haven't yet. This is also a good spot to work on the "Drive By" challenge, as you can grapple and swing along the tunnel's roof. Get creative and see how much mayhem you can cause—just don't get yourself killed.

TIP

You don't have to be actually swinging from the wire to complete the "Drive By" challenge. Dangling and blasting away does the trick as well and makes it easier to aim.

Challenge complete!
"Drive By"

Reward received!
"Sledgehammer"

Biomech Battle

Two formidable Biomechs stand guard over the next area. You must defeat both of these hulking behemoths to advance, but it won't be easy. Biomechs are covered in thick armor plating and can unleash devastating attacks. They're far from unbeatable, though, so swing onto the broken overpass ahead and let the battle begin.

NOTE

Your progress is saved as you enter this fight, so don't worry if you die.

This battle can unfold in a variety of ways, as the environment is wide open and the Biomechs are apt to take position almost anywhere. It doesn't really matter, though—your tactics for taking down Biomechs are always the same. Simply remain on foot, keeping a bit of distance as you circle to the right around one of the Biomechs. Your goal is to sneak around its shield.

TIP

Biomechs follow a pattern of planting their shield in the ground, activating a frontal energy barrier, and then firing with their other arm. These attacks will rarely strike you if you keep your distance and circle around the shield, staying away from the firing arm.

CAUTION

A Biomech's melee blow can be devastating. Don't get too close!

Once you've snuck behind a Biomech, immediately grapple its back and press the Jump button twice to deliver a fast zip kick. The attack inflicts impressive damage and sends the brute tumbling.

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TIP

If a Biomech takes position on the overpass, try swinging from the streetlights to gain some height, then come crashing down with a powerful Death from Above. This doles out a bit of damage, but more importantly, it completes one of your challenges!

Just keep circling around the Biomechs, looking to deliver punishing zip kicks at every opportunity. You've got to keep moving and be quick with your attacks, but it's not all that difficult once you get the hang of it. Drop one Biomech, then the other. You'll soon defeat both monsters without firing a single shot, and you'll complete a challenge in the process.

CAUTION

Biomechs are piloted by enemy grunts, and a grunt may emerge from a Biomech's battered frame after you defeat it. Stay alert!

Challenge complete!
"The Bold Approach!"

Challenge complete!
"Fair Fight!"

Reward received!
"Faster Reload 1"

TIP

If you completed "The Bold Approach!" challenge during the Biomech fight, you've gained a new challenge, "Jabber Man," which asks you to defeat grunts in hand-to-hand combat. Try to beat up every grunt you see with fists and zip kicks from this point forward, as this will set you on the path to unlocking a valuable health upgrade!

The barrier sealing off the nearby tunnel vanishes once both Biomechs have fallen to your superior skill. Before moving onward, take a moment to search above the car tunnel you used to get here and find another collectible.

Ascension City Downtown V:
Insignia 5 of 6

This area's final collectible hovers near the top of the nearby bank. Be sure to grab it before you go.

Ascension City Downtown V:
Insignia 6 of 6

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Ascension City Downtown VI

An FSA recon plane was recently shot down while conducting a flyby over the city. The plane's probably a goner, but its black box may hold valuable intel. Super Joe has sent you the crash site's coordinates. Get out there and find that plane, soldier.

Insignia Locations

1. In a side alley on the left while approaching the first sniper building
2. Inside the first sniper building
3. Floating up high between the first two snipers
4. Sitting atop a broken skybridge between two buildings
5. Floating below the ruined highway

Objectives

- Get to the crashed recon plane.

Dossiers Acquired

- BioReign Snipers

Challenges to Complete

Name	Feat Required	Reward
Incoming!	Perform a successful Death from Above on an enemy.	Ammunition Upgrade 2; new challenge

Snipers on High

Swing through the streets, following your navigation beacon on your way toward the crash site. You'll eventually notice a targeting laser emanating from a distant building. A BioReign sniper is trying to get a lock on you!

CAUTION

Snipers are extremely accurate and can kill you with just a few shots. Find cover until you're able to pinpoint their location, and stay mobile when making your approach.

Snipers would be almost impossible to detect if it weren't for their targeting lasers. Use this one's laser as a guide to help you locate his perch: the gaping hole in the remote building's wall. Swing toward the sniper, using street signs and lampposts that jut out from the right side of the street. Aim to close the distance as fast as you can.

While advancing toward the sniper, search a side alley on the left to score your first collectible from this area.

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Ascension City Downtown VI: Insignia 1 of 5

Like grunts, snipers can't absorb much abuse. Hurry into the building and kill the sniper with a few punches. Snipers do carry shock sticks and can be dangerous up close—don't give this one a chance to fight back.

TIP

Zip kicks work great against snipers—one is all it takes to kill them.

Sprint through the building to discover another sniper sitting near a window. This one's not paying attention to his surroundings—end him with a fast zip kick.

Room for Insignias

An insignia can be seen in an adjoining room, but you can't simply walk in and snatch it. A bit of grappling is required instead. Begin by leaping out the nearby window.

After jumping out the window, immediately spin your view around so you can grapple onto the building before you fall. Now work your way into the neighboring window to enter the room with the insignia.

Nice work! Grab your prize, then use the same grappling tactics to return to the main portion of the building.

TIP

Listen to the nearby radio for some interesting chatter.

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Ascension City Downtown VI: Insignia 2 of 5

Smashing Snipers

By this point, another sniper should be leveling his laser at you from the top of a nearby building. Snipers can be a real pain if left unchecked, so make a daring leap over to the building, grappling your way up to the roof.

Another sniper targets you once you reach the rooftop, so you've got to move fast. Race over and dispatch the sniper here with a zip kick, then dart behind the nearby chimney for cover. Rest up and then peek around the chimney to get a fix on the remaining sniper's location.

The sniper's laser reveals his perch: a distant rooftop. Jump and swing from signpost to building, working your way toward the sniper's position. Be careful not to fall while making your approach—the streets beneath you are flooded with water, and your bionic arm will drag you down like a rock.

TIP

Spencer can't jump or swim while sinking in deep water, but he can try to escape with his arm. If you ever start to drown, immediately try to latch onto something solid and zip to safety.

The sniper you're after sits atop an oval building. Show him no mercy once you get there.

With the third sniper out of your hair, return to the first one's perch—a rooftop with a tall smokestack — and scan the sky for a floating collectible. Swing and leap from one of the lampposts sticking out from the building across the street to score the insignia.

Ascension City Downtown VI: Insignia 3 of 5

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Make your way back down the street and spy another insignia sitting atop a broken skybridge. Claim the collectible as you continue along.

Ascension City Downtown VI:
Insignia 4 of 5

There's only one sniper left—he's poised near the tunnel you must take to reach the downed recon plane. A stretch of broken highway leads toward the tunnel. You're a big, fat target while making your approach, so swing along the ample signage to close in on the sniper with all speed.

This last sniper can help you fulfill the "Incoming!" challenge. Grapple the signpost above the sniper and leap up onto it, then drop and come crashing down on the sniper's head with a Death from Above attack. Sorry, guy!

Challenge complete!
"Incoming!"

Reward received!
"Ammunition Upgrade 2"

Highway Insignia

Now that you've dealt with the area's snipers, it's safe to go back for an insignia that you passed by a moment ago. Swing back to the first chunk of broken highway, then drop and grapple onto one of the highway's support columns. There's the insignia! Latch onto the highway's underbelly and swing into contact with the insignia to claim it.

TIP

Remember: If you ever fall into deep water, grapple something with your arm and zip back out!

Ascension City Downtown VI:
Insignia 5 of 5

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Trent Industrial District I

Your search for the downed FSA recon plane has led you to the city's industrial district. Beware: This large area is filled with deep water and trigger-happy snipers.

Insignia Locations

1. Underwater near a crate near the start
2. Hovering near the first few snipers
3. On the walkway of the third sniper's tower
4. Inside a broken pipe near a sniper
5. Floating near the roof where the insertion pod lands

Objectives

- Get to the crashed recon plane.

Dossiers Acquired

- Yelena

Challenges to Complete

Name	Feat Required	Reward
Worthy Foe	Kill three Biomechs in hand-to-hand combat.	The Bullet Hoser

Men on the Towers

It's not long before you become the target of a sniper's targeting laser. The sniper's perched atop a tall cylindrical tower—swing over, leap up, and quickly zip kick the deadly marksman into oblivion.

With the first sniper defeated, backtrack toward the starting point and spy a large crate on the ground near some water. You can just make out an insignia floating beneath the water, but collecting it is dangerous. Grapple the crate, then walk into the water to nab the collectible. Quickly reel in to escape from drowning, then return to the first sniper's perch.

CAUTION

There's lots of deep water in this area, so try not to fall. Grapple back up to safety if you ever start to drown.

Trent Industrial District:
Insignia 1 of 5

Another sniper takes aim at you from his position atop a similar nearby tower. Defeat the sniper and then swing from a broken pipe to claim a nearby insignia that hovers in midair.

Trent Industrial District:
Insignia 2 of 5

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Your next target is the sniper atop the adjoining tower. Sprint across the wide pipe that connects the two towers, then make with the brutality.

With the third sniper out of the way, check his tower's lower walkways to find another insignia to add to your collection.

Trent Industrial District:
Insignia 3 of 5

Hidden Marksman

After eliminating the third sniper, look down to spy another marksman hiding in the shadows beneath the previous tower. (As usual, his laser gives away his location.) This guy will pop shots at you later on if you don't deal with him now, so go down and pay him a little visit. Don't worry; the water isn't too deep down there.

Four snipers have now fallen, but there are many more to go. Return to the top of the previous sniper's tower and jump to the next tower ahead. Run around the large pipe sticking out from the tower's top to get the drop on an unsuspecting sniper.

Another sniper has likely been targeting you from his position atop a wide nearby pipe, but ignore him for the moment and jump over to the nearby building's rooftop instead. Take out the marksman on this roof, who likely hasn't spotted you yet. Six down—you're on a roll!

After dispatching the sixth sniper, look up and grapple the overhead lip of the nearby tower. Leap up and then circle left around the tower's walkway.

Spy another sniper who's poised on a nearby rooftop. Jump out and grapple the building, then leap up and punish the marksman. Try to be quick, as the sniper on the wide pipe can sight you on this roof.

Pipe Snipers

The sniper on the pipe is likely firing at you by now, so take cover behind one of the objects on the rooftop. Catch your breath for a moment and then go after the sniper when you're ready to make your move.

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Return to the previous rooftop and eye another marksman perched atop a broken pipe. Make your way over there and take the sniper out.

An insignia floats inside the other half of the broken pipe. Jump over and snag it before moving on.

Trent Industrial District I:
Insignia 4 of 5

Fun with Yelena

Gibson soon decides to lend a hand and deploys a supply pod onto a nearby rooftop. Follow your blue nav beacon to locate the pod, which contains a Yelena sniper rifle. Time to turn the tables on these jerks.

Let's try out your new toy. A sniper sits atop a skinny brick building that's currently out of arm's reach. Identify the sniper by his laser, then press the Zoom button to view him through the Yelena's powerful scope. Take aim and fire to kill the sniper with a single bullet.

TIP

The Yelena's scope makes it ideal for long-range scouting ops. Use it to survey distant areas, scanning them for enemy activity.

Now it's safe to collect the nearby insignia that's hovering in midair. Grapple onto one half of the large broken pipe that's sticking out of the building and swing out to snatch the collectible.

Trent Industrial District I:
Insignia 5 of 5

Another sniper sits atop the larger brick building that's closer to your position. You don't need to use the Yelena to take this guy out, because you need to swing over to the building anyway, but you can snipe him before crossing over if you like.

Biomech Highway

Jump and grapple onto the large brick building ahead, taking out the sniper if you didn't earlier. Then leap up to the roof. From this vantage, you can witness a Biomech as it soars onto the end of the broken highway ahead. You'll clash with this brute soon enough; for now, pick off the sniper sighting you from the nearby building.

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Now view the highway through the Yelena's scope. Several BioReign grunts and leaders are on patrol down there. Pluck as many as you can before running out of ammo, starting with the ones closest to the Biomech.

TIP

You don't need to score headshots with the Yelena to kill soldiers, but doing so furthers your progress through the "Headshot Bonanza" challenge.

Solar Panel Sniper

There's one more threat to neutralize before you go after that Biomech. Drop all the way down to the highway's lowest segment (the one farthest from the Biomech), then swing over to the nearby brick building. Latch on and leap up to the roof.

Search the rooftop to discover a sniper hiding behind the far solar panel. This guy would've made your life difficult had you gone straight for the Biomech. Zip kick the sniper into oblivion, then return to the broken highway.

Worthy Foe

Now it's time to take down that Biomech. Return to the highway and make your approach, besting any BioReign soldiers that may have survived your earlier sniping antics. Give the Biomech your full attention when it enters the fray, slipping around its shield as you did before to grapple its back and unleash powerful zip kicks. Keep moving and don't let up until the Biomech falls.

TIP

If the situation gets hot, drop into the surrounding water and cool off for a moment. Just don't linger in there too long! Grapple the highway once you've recovered and zip back into the action.

Felling the Biomech deactivates the barrier in the tunnel at the far end of the highway, allowing you to proceed. In addition, if you've dispatched all three Biomechs you've faced thus far with the zip kick technique, then you've also completed a challenge and earned a new reward! That recon plane's still out there somewhere, so track your nav point into the tunnel ahead.

Challenge complete!
"Worthy Foe"

Reward received!
"The Bullet Hoser"

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Trent Industrial District II

Your search for the downed FSA recon plane has led you to a giant industrial warehouse. All seems quiet from the outside, but who knows what you'll find within?

Insignia Locations

1. Inside the warehouse, hovering on the top floor
2. Inside the warehouse, above the ceiling grating
3. Hovering near a crane arm during the final outdoor stretch

Objectives

- Get to the crashed recon plane.

Storming the Warehouse

Entering the warehouse is simple enough—just grapple and swing through the gaping hole in the wall.

Take the high road when entering the warehouse to claim an insignia from an upper floor.

Trent Industrial District II:
Insignia 1 of 3

You soon run into a bit of a snag: There appears to be no way out of the building. Gibson radios in, hinting that you could probably smash through one of its thin walls.

Gibson's hint helps Spencer recall the Punch Up technique—a handy ability that'll help you out here. Approach one of the nearby objects (forklift, crate, etc.) and press the Heavy Punch button while facing the weakened wall (which is marked by your nav beacon). This knocks the object skyward.

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NOTE

From this point forward, objects that you can Punch Up are indicated by a special glimmer effect. Keep this in mind and use the Punch Up ability to your advantage as often as possible.

Quickly jump up to meet the object and press the Arm Action button to punch it. The object smashes into the wall with tremendous force, creating a huge hole. Hop through to continue your search of the warehouse.

Reward received!
"Punch Up"

Warehouse Guards

Large mobs of BioReign grunts patrol the wide corridors that follow. Grenades can be very effective here. These encounters are also excellent opportunities for you to work at completing any combat-related challenges you've got going.

NOTE

You can grapple pretty much anything inside the warehouse. Use this to your advantage, setting up attacks and making fast escapes when you're badly injured.

TIP

Smack objects toward your foes with the Punch Up technique for fast, long-range kills.

Run past the insignia that's clearly visible above the grating near the ceiling—you can't reach it just yet—and round the following corner to come face to face with another group of grunts backed by a hulking Biomech. Don't advance too far, and don't shoot the Biomech. Instead, take shots at the grunts from range, drawing them toward you so you can retreat around the corner.

After luring all of the grunts to their demise, make your move against the Biomech. You know the drill: Circle around the brute's shield, latch onto its back, then bring those zip kicks to bear.

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Ceiling Insignia

The warehouse is now secure and you're free to move on. But before you do, search for a gap in the grating near the ceiling—it's just around the corner that led to the Biomech encounter. Scale the wall to reach the top of the ceiling grate.

Now that you're atop the grating, you can backtrack toward the insignia you noticed before. Run over and nab it, then return to the main floor.

Trent Industrial District II:
Insignia 2 of 3

You're almost done here. Follow your nav beacon to locate another weakened wall, then punch an object through the wall to create an exit out of the warehouse.

Swing your way to the next area, being careful not to fall into any deep water along the way. Grab the area's final insignia as you go.

TIP

If you miss the insignia on your first pass, try grappling the nearby crane arm and swinging out to reach it.

Trent Industrial District II:
Insignia 3 of 3

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Trent Industrial District III

Your trek through the city's industrial district has led you to the recon plane's crash site. There's no time to lose: Hurry up and investigate the wreckage to see if you can locate the plane's black box.

Insignia Locations

1. Atop the building across from the insertion pod
2. Inside a hanging tram car (rip down to reveal)
3. Atop the first building guarded by enemy soldiers
4. Hovering near the building with the large hole in its side
5. Inside the building, in a dark corner
6. On a rooftop near the downed recon plane
7. Floating on high near the Polycraft ambush site
8. Hovering in the final minefield

Objectives

- Get to the crashed recon plane.
- Find the BioReign preparation site.

Dossiers Acquired

- Polycraft
- Tarantula

Challenges to Complete

Name	Feat Required	Reward
Anti-Air Measures!	Destroy one Polycraft.	Hollow Point; new challenge
Man Locked Up	Use the Tarantula's lock-on ability to kill one infantry unit.	Thrice the Pain; two new challenges

No Survivors

The recon plane's smoldering wreckage is clearly visible on the horizon—the plane has crashed atop a distant skyscraper. The chances of finding any survivors are slim, but you still need to examine the wreckage and locate the plane's black box.

Knowing that BioReign is likely to be crawling all over, Gibson deploys a supply pod to help give you a fighting chance. Swing over to the nearby rooftop and claim a HIKER from the pod.

After grabbing the HIKER, leap over and latch onto another nearby building, then climb to its roof to score this area's first hidden collectible.

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Trent Industrial District III: Insignia 1 of 8

Cross a broken tram rail to reach another nearby rooftop that's covered in solar panels. Look over at the shipyard across the water and spy a host of enemy soldiers. Before engaging the hostiles, grapple and rip down one of the hanging tram cars to reveal a hidden insignia.

Trent Industrial District III: Insignia 2 of 8

Shipyard Showdown

This can be a tough fight, as the shipyard is patrolled by multiple grunts, a few leaders, and even a couple of snipers. Take up position atop the broken tram rail closest to the shipyard, then heave a grenade across the way. This will attract the snipers' attention, so be quick to jump and swing over to the covered portion of the shipyard.

Take cover when you land and keep out of the snipers' sights. Work at eliminating all nearby grunts and leaders, making good use of the HIKER.

TIP

This is another good battle for working at completing outstanding challenges, particularly those with the HIKER. For example, if you haven't completed "Drive By" yet, latch onto the ceiling and pump a few grunts full of HIKER rounds.

Killing the grunts and leaders shouldn't be too tough as long as you take your time and employ the HIKER. The snipers pose more of a threat, though. Rush the one at the far end of the shipyard's covered section, using your arm to zip forward and punish the sniper with a fast zip kick.

The soldiers poised on the uncovered portion of the shipyard to the right take shots at you as you rush to eliminate the first sniper. Take cover from their fire after killing the marksman, and start picking off these remaining foes with your Tungsten. Try to get the other sniper first, with a headshot.

TIP

Don't forget about the Punch Up technique. Use it to knock objects at your foes.

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Rooftop Insignia

With the shipyard secure, grapple your way to the top of the building the grunts were guarding to discover a hidden insignia in the far corner of the roof. Swipe this prize and then drop back to the shipyard.

Trent Industrial District III:
Insignia 3 of 8

Reaching the Recon Plane

Swing from a small stretch of tram rail to reach a nearby crumbling building. Climb to the roof and note a gaping hole in the side of the next building ahead. Latch onto the large overhead signpost atop your current building, then make a big swinging leap over to the building with the hole in its side. Try to snatch the hovering insignia as you soar through the air.

TIP

It may help to rip down the signpost's signage before attempting the swing.

Trent Industrial District III:
Insignia 4 of 8

Enter the building through the hole, but be careful: This place is crawling with BioReign troops. If you're low on HIKER ammo, headshots with the Tungsten work just as well. (Zoom in for accuracy.) Don't be afraid to retreat to lower floors if you become wounded.

Search the building thoroughly to discover an insignia in a dark nook.

Trent Industrial District III:
Insignia 5 of 8

Fight your way to another gaping hole at the far side of the building, then look up. You're close to the recon plane's crash site now. Grapple onto the overhead pipes and leap up, then cross the pipes to reach the building that the recon plane crashed into. Grapple up to the building's rooftop to investigate the wreckage.

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New Intel, New Objective

Well done, soldier. The recon plane's black box contained valuable intel—coordinates that lead toward some sort of advanced BioReign base. It also holds a green matrix—a special code that lets you open BioReign's green matrix doors. Your new objective is to scout BioReign's base and see what the madmen are up to. To help you, Super Joe has deployed another supply pod near your location.

Reward received!
"Green Matrix"

The pod holds both a Yelena and a HIKER. You can carry only one or the other, so collect the Yelena first and then climb up to the building's roof.

You have a perfect view of the surrounding area from this high vantage. Two more insignias are within sight, and one of them rests atop the building directly below you. Drop and collect the insignia, then scope out the buildings ahead with the aid of your Yelena.

Trent Industrial District III:
Insignia 6 of 8

The Yelena's powerful scope reveals a host of BioReign goons moving among the buildings ahead. Take aim from this vantage and pick off as many as you can before moving any closer.

Punished by Polycraft

Your meddling has drawn the terrorists' ire. A pair of powerful aircraft called Polycraft soon move to take you out. Polycraft are highly maneuverable, and their rapid-fire miniguns can cut you down in short order. These aircraft can fire rockets as well, and they're quite durable. Hurry up and find some cover—this will be a tough fight!

CAUTION

Polycraft fire powerful rockets from their wing foils. Find some cover when you see those foils expand!

Seeing that BioReign has brought out the big guns, Super Joe quickly deploys another supply pod near your location. Rush over to the pod with all speed to collect a powerful rocket launcher called a Tarantula.

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TIP

Don't run across the surrounding walkways during this fight—swing between them instead, moving with greater speed and making yourself a difficult target.

One Polycraft is bad enough, but two at once is almost too much to bear. Fortunately, the Tarantula can help even the odds. Hold the Fire button to establish multiple targeting locks on one Polycraft, then release the button to launch a volley of rockets. Bombard the Polycraft until you bring it down, thereby completing a challenge.

NOTE

Three direct hits from the Tarantula will bring down a Polycraft.

The fight's much easier once you down one of the Polycraft. Continue to hide while the other Polycraft's foils are extended to reduce the odds of eating a rocket. When its foils are down, unload another volley from your Tarantula to destroy the second aircraft.

NOTE

Don't worry if you run out of rockets: Super Joe deploys a second Tarantula near your position as the fight wears on.

With two Tarantulas at your disposal, it's unlikely that you'll run out of rockets during this fight, but if you do, you'll need to tackle the situation with a bit more gusto. Small-arms fire won't do much against Polycraft, making zip kicks your next best attack. Swing between the walkways, aiming to soar close to a Polycraft so you can grapple onto it. Then be quick to unleash a zip kick, which inflicts significant damage.

TIP

Punching objects toward Polycraft is another good way to damage them from afar.

Tricky Insignia

Before moving on, why not test your swinging skills and try to nab that last insignia? It floats in the midst of the walkways, but it's not an easy grab. To get it, first line yourself up on a walkway so that you're directly across from the prize.

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NOTE

It doesn't matter which walkway you swing from; they're all the same distance from the insignia.

TIP

Don't hack the nearby relay until you've claimed the insignia! Hacking the relay saves your progress, so do it after you've claimed this prize.

Perform a backflip off the walkway by jumping backward. Let Spencer fall quite a ways beneath the walkway before latching onto its underside and swinging forward with great speed.

Release from the swing when you're at maximum velocity to soar as high and far as you can. Only a precise full-momentum swing will carry you far enough to score that insignia! It'll probably take you a number of tries to claim the goodie, but that all makes for good practice. Don't get frustrated; just keep trying and know that it's doable.

Trent Industrial District III:
Insignia 7 of 8

Securing the Relay

Take a moment to catch your breath once things settle down, then head for the nearby relay. Careful: A few enemy soldiers may still be on guard. If you still have Tarantula ammo, take the opportunity to blast one of the soldiers with a rocket and complete another challenge.

Challenge complete!
"Man Locked Up"

Reward received!
"Thrice the Pain"

You know the drill: Hack the relay to deactivate the nearby minefield and save your progress, then swing across the mines to continue your mission. Make sure to snatch the collectible near the mines on your way!

Trent Industrial District III:
Insignia 8 of 8

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Trent Industrial District IV

The recon plane's black box has provided coordinates of a BioReign base here in the city. Your new orders are to do a little recon of your own, examining the base to see what the terrorists are up to. Unfortunately, your path leads you through a dangerous section of the city that's almost completely flooded with water—whole buildings lie submerged. Tread carefully through here, soldier.

Insignia Locations

1. Atop a building near the start
2. Atop a ruined highway near the start
3. Floating near the relay site
4. Atop a remote building visible from the relay site
5. Floating in the final minefield
6. Sitting behind some rocks near the shed at the area's end

Objectives

- Find the BioReign preparation site.

Dossiers Acquired

- Constructor

Challenges to Complete

Name	Feat Required	Reward
The River	Kill five grunts with a single grenade.	Grenadier

Rising Tide

This place is a mess. Swing along the initial stretch of broken highway and watch in horror as the next chunk of highway ahead breaks off and collapses into the water. Guess you'll be finding another way through here…

An insignia sits atop a nearby roof, and another one rests atop a remote portion of highway that didn't collapse. Swing from signposts to reach the roof of the half-submerged building that stands near the highway's remnants. Snag the insignia up here, then reach the battered highway with a leap from this rooftop.

Trent Industrial District IV:
Insignia 1 of 6

The insignia lies at the edge of the ruined highway. Grab it and then return to the half-submerged building's roof.

NOTE

Another insignia is within sight atop a mostly submerged building, but it's currently out of your reach. Don't bother going after it; you'll grab it later.

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Trent Industrial District IV:
Insignia 2 of 6

Next, leap toward the roof of a nearby mostly submerged building, following your navigation beacon toward a taller building with a massive hole in its side. You'll plunge into the water—be quick to grapple the building and leap up to safety.

Battered Building Brawl

A number of BioReign soldiers can be seen inside the ruined building ahead. Take aim and open fire with your Tungsten, picking off as many soldiers as possible before swinging over. Aim high and try to score headshots for clean kills.

NOTE

Super Joe soon launches a HIKER-toting supply pod behind you, but don't take the HIKER if you've still got Tarantula ammo. You can clear this building with your sidearm and grenades, and rockets will serve you far better in an upcoming fight.

Swing over to the building and quickly finish off any remaining soldiers on the main floor. Then equip your grenades and race upstairs. A lot of grunts stand in the hall that follows; toss a grenade into their midst and then flee from the blast to wipe them all out. There are lots of grunts here, so this is a great way to complete either "The Turn" or "The River" challenge (whichever one you happen to be on).

Challenge complete!
"The River"

Reward received!
"Grenadier"

Securing the Relay

Another hole at the far side of the building puts you within swinging distance of a relay you must hack. Unfortunately, this relay is well defended by numerous soldiers and a pesky Polycraft. Before doing anything else, rip down the signs on the overhead signpost so you can swing from it with greater ease.

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There's another supply pod here with a HIKER, but again, don't grab the weapon if you've still got ammo in your Tarantula. Grapple the signpost and leap up onto it, then take aim and fire your Tarantula at the Polycraft. Three direct hits will bring the dangerous aircraft down.

CAUTION

Don't fire the Tarantula inside the building. Its rockets deploy in an arcing fashion, and you'll run a serious risk of blowing yourself up.

Whether or not you manage to destroy the Polycraft with the Tarantula, your next move is to retrieve the HIKER from the nearby pod and then swing over to the relay. Try to collect the insignia that floats in midair as you soar over to the relay site.

Trent Industrial District IV:
Insignia 3 of 6

Run around and blast each enemy soldier near the relay with your HIKER. Use melee attacks if they get too close. If the Polycraft is still a threat, secure the site with all speed so you can combat the aircraft without fear of being outflanked by grunts.

TIP

There are lots of objects near the relay. If the Polycraft is still about, try knocking objects into it to bring it down fast.

Insignia Hunt

Well done, soldier. The area is secure, but don't hack the relay just yet. Instead, swing back over to the previous building, then swing from the lampposts that stick out from the building's side to reach an insignia on a nearby rooftop. Collect the prize and then swing back over to the relay and hack it.

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Trent Industrial District IV: Insignia 4 of 6

Hacking the relay saves your progress and deactivates the nearby minefield, allowing you to proceed. Be very careful when crossing the mines: Falling into the deep water here is a sure death, as most of the mines are too high to grapple should you take a dip. (Good thing your progress was just saved!) Try to snag the hovering collectible as you swing onward.

Trent Industrial District IV: Insignia 5 of 6

The mines lead to a ramshackle shed. Before entering, search the nearby rocks to discover the area's final collectible hidden amongst them. Step into the warehouse afterward to advance the plot.

Trent Industrial District IV: Insignia 6 of 6

From the roof of the warehouse, Spencer has a clear view of BioReign's base—some sort of massive, mobile construction platform. His recon also reveals that an old nemesis—Gottfried Groeder—is alive and working with the terrorists. This just keeps getting better and better!

Taking a Fall

You've located BioReign's base, but there's no easy way of getting to it—this whole section of the city is completely flooded. Looks like you'll have to travel underground. There's no way around it: Take a deep breath and then dive into the yawning fissure beneath you.

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Fissure I

Insignia Locations

1. On a sunny ledge above the starting point
2. Floating in the long vertical shaft near the start
3. In a nook near sunlight in the first watery cavern
4. Atop a waterfall in the second watery cavern
5. Hovering in midair in the third cavern
6. Hidden behind some rocks in the third cavern's outside wall (throw boulders to reveal it)

Spencer has completed his recon on BioReign's base—a sort of giant construction platform—but the video data he's captured is too large to transmit to Gibson without a clear signal. The ideal place from which to transmit is the top of the FSA Monument Building, but Spencer must navigate a mammoth underground fissure to get there.

Dossiers Acquired

- Mag
- Groeder
- "Silver"

Objectives

- Navigate through the fissure.

Down in the Depths

Well, here you are. Before swinging into the tunnel ahead, leap and grapple upward from the starting point to reach a hidden insignia on a sunny ledge.

Fissure I:
Insignia 1 of 6

Try snatching another insignia as you plummet down the shaft that follows. If you miss, simply grapple back up and try again.

Fissure I:
Insignia 2 of 6

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You land near the entrance to a wide cavern. Water fills the basin, but don't worry—practically every wall, rock, and stalactite in this fissure can be grappled. You have total freedom of movement and there's little threat to your health.

A patch of sunlight catches your eye in this first watery cavern. Swing toward the light to discover an insignia tucked away in a nearby nook. Collect this prize before moving on.

Fissure I:
Insignia 1 of 6

Strange Door

A massive door bathed in purple light dominates the following narrow passage. This is one of BioReign's "matrix doors"—a purple one, to be exact. You recently acquired a green matrix code, but you've yet to discover one that'll open purple doors. You'll have to leave the door alone for now.

NOTE

The purple matrix door is tied to a special secret—see the "Appendices" chapter for details.

The fissure widens into another sunlit cavern just beyond the red matrix door. The only item of interest here is another insignia, which is hidden atop the waterfall on the right. Collect the insignia and then continue.

Fissure I:
Insignia 2 of 6

CAUTION

Don't swing up too high in this cavern. Though there's no ceiling, you'll become exposed to heavy radiation if you climb too high.

The fissure's third watery cavern is larger than the previous two and has some interesting junk at the bottom—stuff that's fallen from the city above. Swipe the insignia that floats in midair as you make your way through.

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NOTE

There's another insignia in this cavern, but it's buried behind some rocks along the outside wall. You'll come back for it soon.

Fissure I:
Insignia 5 of 6

Rock Toss

The fissure winds toward a dead end—a large pile of rocks blocks your path. But as luck would have it, Spencer soon recalls a new ability that'll help out, called the Throw. This awesome technique allows you to grapple and lift (or "kite") certain objects into the air and toss them with tremendous force. Put this to use by grappling one of the nearby boulders, kiting it skyward and then quickly tossing it at the loose rocks ahead.

NOTE

You can throw objects anywhere you like, but special targeting reticles will appear over suitable targets.

Boom! The rocks smash apart, opening a way forward. Don't head through just yet, though; instead, backtrack out to the previous cavern.

Reward received!
"Throw"

Now that you've learned the Throw ability, you can collect this area's final insignia. Look for it along the left outside wall as you return to the cavern—it's buried behind some rocks and can be tough to spot.

Once you find the insignia's hiding spot, look across the chasm to see a pair of large rocks sitting on a ledge. You know what to do: kite one of those boulders skyward and then heave it at the insignia to reveal your prize. *Now* you can follow your nav beacon to the next area.

Fissure I:
Insignia 6 of 6

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Fissure II

Objectives

- Navigate through the fissure.

Insignia Locations

1. Hovering in the tunnel between the first two caverns
2. On a high ledge in the Polycraft cavern
3. Inside a broken drainage pipe near the fissure's end
4. Hovering near the end of the final cavern

You're still stuck in the dank depths of the underground fissure, but the action picks up quite a bit through this next segment. Gibson needs those video files ASAP, so keep moving, soldier.

Challenges to Complete

Name	Feat Required	Reward
Receiving End	Throw an object at an enemy.	New challenge
The Pinball Effect	Kill two enemies with one Throw.	Two new challenges

Wayward Polycraft

This area's first wide, sunlit cavern holds little of interest. Swing through to reach the next cavern ahead, snatching a floating collectible on your way.

Fissure II:
Insignia 1 of 4

A Polycraft patrols the second chamber, eager for a fight.

NOTE

There are two passages into the second cavern, but it doesn't really matter which one you take.

The open nature of the cavern and ample number of hook points make this a relatively easy Polycraft battle. Keep in motion, swinging from one rocky ledge to the next. When a chance permits, swing close to the Polycraft, latch on, and deliver a punishing zip kick. Repeat this until you destroy the flier.

TIP

If you're having trouble catching the Polycraft, try using your newfound Throw technique to toss rocks and objects into it instead.

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With the Polycraft destroyed, search the cavern's higher ledges to find a floating insignia. Grapple and swing your way up to the collectible, grabbing it before you move on.

Fissure II:
Insignia 2 of 4

Crushing Grunts

The Polycraft cavern holds no further surprises. Proceed until you notice some flashlights in the distance—a team of grunts on patrol. No need to spend ammo on these guys, either: Simply toss objects at them from afar, completing a few challenges in the process.

Challenge complete!
"Receiving End"

Challenge complete!
"The Pinball Effect"

Continue through the fissure to witness another grunt search party getting paradropped into the depths. Your wide array of combat skills makes you more than a match for these goons, so dispatch them however you like. Try to complete any active challenges you've got going.

There's a broken drainage pipe near the grunts' landing site. Examine it and notice an insignia floating inside one of its halves. Swoop over and snatch the collectible before advancing.

Fissure II:
Insignia 3 of 4

Only one insignia remains, and it's hovering in the tunnel that leads back to the surface—you can't miss it. Grab the insignia as you swing toward daylight.

Fissure II:
Insignia 1 of 4

At last, you've come to the fissure's end. Follow your nav beacon toward daylight, climbing your way back up to fresh air.

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Ascension City Downtown VII

Welcome back to the city, soldier. The FSA Monument Building isn't far, but you're not quite there yet. Better get a move on!

Objectives

- Find a way back to Ascension City's center.

NOTE

There are no insignias to collect in this area.

Dossiers Acquired

- Bulldog

Challenges to Complete

Name	Feat Required	Reward
Stroke of Luck	Kill one enemy using the Bulldog.	Two new challenges
Pull!	Kill an airborne enemy with a Throw attack.	None

Terrible Twosome

Your BioReign friends have prepared a little welcoming party for you: Two Polycraft fly past overhead, taking up a patrol route in the city. Grapple your way to the top of the battered highway ahead.

Super Joe deploys a new weapon to help you in this scenario: a powerful grenade launcher called a Bulldog. The supply pod slams down on the highway—leap the gap and rush to collect it.

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NOTE

The Bulldog can't fire frag grenades; it uses its own special ammo.

There are plenty of objects about that you could hurl at the Polycraft, but the Bulldog is an easier option. This grenade launcher has no tracking system, but its firing range is quite far. Pop each Polycraft with it whenever one pauses and hovers in midair. After destroying one Polycraft, conserve your grenades by tossing objects at the other or ramming it with zip kicks.

TIP

Drop and swing beneath the highway after collecting the Bulldog—it's easier to outmaneuver the Polycraft while swinging about down there.

Challenge complete!
"Stroke of Luck"

Challenge complete!
"Pull!"

Rooftop Relay

With the Polycraft reduced to smoldering piles of scrap, scale the nearby skyscraper to locate an enemy relay guarded by a few soldiers. Using the Bulldog up here is tempting, but don't go for it if ammo is low—you'll need its firepower for an upcoming encounter. Take out these troops by some other means, looking to complete any active challenges, as always.

A Buraq soon flies past, paradropping more foot soldiers onto the roof. Stay mobile and use the ample cover to your advantage as you work at securing the site, then hack the relay to save your progress.

There isn't much else to do here, so follow your nav beacon to locate a green matrix door. You've got clearance to open this one, so hurry up and head inside.

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Ascension City Downtown VIII

You're very close to your destination—you just need to get through this tunnel. The good news is the tunnel is quite short. The bad news is that it's also packed with enemies!

Insignia Locations

1. Near the start in a nook to the right of the entry door
2. Floating near the ceiling about halfway through the tunnel
3. Behind a bus near the tunnel's exit

Objectives

- Find a way back to Ascension City's center.

Challenges to Complete

Name	Feat Required	Reward
Cracker	Defeat five Biomechs.	New challenge

Tunnel of Terror

Equip the Bulldog the moment you enter the tunnel if you still have ammo left—you're going to need it. If you're fresh out of grenades, latch onto a nearby car and kite it as you tread forward.

You soon hear a sound from the far end of the tunnel—something's coming toward you. It's a Biomech, but this one's not packing a shield and lumbering about. It moves with frightening speed, tearing toward you in leaps and bounds. Immediately launch a grenade or heave your vehicle at the brute before it closes the distance and mauls you.

TIP

Frag grenades also work well against this Biomech.

The impact of your attack knocks the Biomech for a loop but isn't likely to defeat it. Follow up with more grenades or kite another vehicle. Whatever you do, don't let this relentless monster start whaling on you—use your arm to swing and zip away from it. Defeat the Biomech to open the way forward and complete a challenge.

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Challenge complete!
"Cracker"

TIP

A hole in the wall near the entry door can help you outmaneuver the Biomech. Make a circuit around the tunnel, leaping up the rubble and then slipping through the hole to flee from the brute as needed.

Insignia Nook

Catch your breath after besting the Biomech—no more scary monsters will come rushing at you in this tunnel. Before springing onward, peek in the nook to the right of the green matrix door to locate the area's first insignia.

Ascension City Downtown VIII:
Insignia 1 of 3

A few teams of grunts patrol the remainder of the tunnel, but nothing you can't handle. Exercise your arm abilities and don't miss the insignia floating near the ceiling as you go.

Ascension City Downtown VIII:
Insignia 2 of 3

The area's final insignia is tucked away behind a bus near the tunnel's exit—grab it on your way out of here.

Ascension City Downtown VIII:
Insignia 3 of 3

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FSA Avenue

Insignia Locations

1. Atop the sniper's perch
2. Atop a signpost where the Biomechs appear
3. Inside the tram station, near the escalator
4. On the edge of the hole near the FSA building, on the far right
5. On the edge of the hole near the FSA building, on the far left

At last, you've arrived at the foot of the FSA Monument Building. Get over there and transfer those video files to Gibson, soldier!

Objectives

- Reach the FSA Monument Building.

Dossiers Acquired

- SJMG

Blasting in the Streets

A supply pod slams into the street ahead of you—Super Joe's got your back again. Sprint forward to claim a new weapon: the SJMG, a fast-firing machine gun.

A Buraq flies past, deploying a host of grunts to the street ahead. Worse, a sniper takes aim at you from his elevated perch. Close in and take out the sniper before turning your attention to the soldiers in the street. Pocket the insignia that floats above the sniper's perch as well.

FSA Avenue:
Insignia 1 of 5

TIP

The sniper's perch is a good place to flee to if you ever need to rest up.

The SJMG makes short work of soldiers, so take full advantage. Hurling cars and other objects at them is another sound tactic.

Continue toward the FSA Monument Building after dispatching the guards. Another pod crashes down in front of you. This one contains a Bulldog; hurry up and take it, because two fast-moving Biomechs are inbound to thrash you.

Quickly grapple up to the top of the overhead signpost after snagging the Bulldog. Grab the insignia up here, then start raining death down on the Biomechs. Try to hit them both with each Bulldog blast you fire.

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FSA Avenue: Insignia 2 of 5

TIP

When you run out of Bulldog ammo, leap from the signpost and slam the Biomechs with powerful Death from Above strikes to stun them. Then open fire on their glowing backsides to deal damage before they recover.

The Biomechs are relentless, making this a tough fight. Stay mobile and pound the monsters with your Bulldog to inflict fast damage, focusing on killing one of them to simplify the fight. Grapple up to higher ground so you can't easily be hit.

Insignia Finder

Your progress is saved when you dispatch both Biomechs. Don't streak off toward the FSA building just yet, though; backtrack down the street to locate a tram station, then head inside to score another insignia.

FSA Avenue: Insignia 3 of 5

Now head back toward the FSA building. Stop before you reach the giant hole in front of the building and turn right to spy a collectible. Run over and take it.

FSA Avenue: Insignia 4 of 5

Turn around and run back along the edge of the giant hole until you discover the area's final collectible floating above some broken pavement.

FSA Avenue: Insignia 5 of 5

All right, soldier, time to complete your mission. Make tracks and head for the FSA Monument Building pronto.

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The Buraq

Here you are, at the top of the FSA Monument Building. It's been a long road but you're finally ready to transmit the video files you took when scoping out BioReign's base. Maybe after Super Joe has a chance to look at the files, he'll be kind enough to tell you just what the hell's going on around here.

Objectives

- Destroy the Buraq helicopter.

Insignia Locations

1. Sitting on a high steel beam
2. Floating up high off to one side

Challenges to Complete

Name	Feat Required	Reward
Out of the Bush	Destroy the Buraq.	Blue Matrix; Six Shooter

Ruckus on the Roof

It's quiet up here—too quiet. No matter, you've got a job to do. Before hacking the nearby relay, scale the steel beams above you, searching for a pair of collectibles. One sits on a high beam within easy reach.

The other insignia hovers high in midair and takes greater effort to claim. Swing and leap carefully from one of the broken, bent girders on the edge of the building to grab it, and be quick to grapple back on to something solid afterward.

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Hack the nearby relay to transmit your video data to Gibson.

Heads up: The moment you disconnect from the relay, a huge Buraq helicopter hovers into view and spins up its twin machine guns. Sprint to one side and find some cover.

Super Joe isn't about to leave you alone up there. He soon deploys a supply pod to one of the rooftop's four corner platforms. Check your radar and follow the blue nav beacon to find the pod, then snatch its Tarantula rocket launcher.

NOTE

Gibson deploys new pods as necessary throughout this battle, so don't worry about conserving ammo. Use the Tarantula exclusively throughout this fight.

Once you've got a rocket launcher, close in on the Buraq and take aim. You can only lock onto the cockpit at first; do so and let a rocket rip before the Buraq's machine guns cut you to ribbons.

TIP

The Buraq always hovers near one side of the building—it won't try to flank you. Use this to your advantage and hide behind the many columns and girders. The central spire makes for excellent cover.

Crafty Countermeasures

After nailing the Buraq for the first time, you'll be able to lock onto its wings in addition to its cockpit. From this point forward, you must lock onto all three points to score a hit. This is because the Buraq now launches a pair of countermeasure flares each time you fire, which draw two of your rockets away. Your only chance at wounding the Buraq is by firing a full spread of three rockets.

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CAUTION

The Buraq fires rockets at you after you hit it for the first time. Stay in motion and seek out cover whenever you're not attacking.

Air Support

Look out: A Polycraft joins the battle after you score your second hit on the Buraq. It's best to take out the Polycraft before going after the Buraq again. Remain behind cover so the Buraq can't hit you, and lure the Polycraft within Tarantula range. Lock on and fire to bring the pesky aircraft down.

Return your attention to downing the Buraq after laying waste to the Polycraft. Remember: You must launch a full spread of three rockets to damage the massive battle copter.

More Polycraft join the battle as you wear away at the Buraq. Use your radar to detect them, and always destroy the Polycraft first. Then go after the Buraq, bombarding it repeatedly until it finally falls.

Challenge complete!
"Out of the Bush"

Reward received!
"Blue Matrix"

Reward received!
"Six Shooter"

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Fissure III

The data you've transmitted to Gibson has shed some light on BioReign's scheme. It seems that the terrorists are after the results of an advanced R&D project that had been shut down by the FSA during the bionic purge. Gibson doesn't part with the details, but he does make it clear that allowing BioReign to seize the technology would have dire consequences. You must race to the Federal Archives Building and retrieve the item before BioReign can secure it.

Insignia Locations

1. Atop the giant slanted column at the construction drone battle site
2. Floating high in the middle of the wide outdoor cavern
3. Beneath the broken tram tunnel near the blue matrix door.

Objectives

- Reach the park.

Challenges to Complete

Name	Feat Required	Reward
Whoo-paah!	Kill one grunt with a Whip Spin attack.	Super Charges; new challenge
Lash Out	Kill four grunts with one Whip Spin attack.	New challenge

Back Underground

The shortest route to the Federal Archives Building is through Ascension City's park, and the quickest path to the park is through another giant underground fissure. Dive into the massive hole ahead.

Follow the dark, twisting tunnel until you reach daylight, then press the Look button to scan the sky above. Watch in awe as BioReign's massive construction platform lumbers past. An incredible number of attack drones funnel out from the monstrous base, diving into the fissure. They're headed your way!

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Super Joe is quick to deploy a supply pod into the fissure. The pod slams down on a high ledge; waste no time grappling up there and collecting the pod's SJMG.

Drone Damage

Those drones are everywhere, but their targeting systems aren't quite as advanced as you might think. Remain on the pod ledge and simply dash back and forth, evading the drones' fire as you pick them off. Don't bother aiming; just unleash the SJMG from the hip, firing in short bursts to conserve ammo. Above all, keep moving.

A Buraq flies past the fissure as you battle the drones, deploying a gang of BioReign infantry. The soldiers land on a lower ledge and won't be a threat if you've stayed near the supply pod. Destroy all of the drones before dropping down to face off against the grunts. Try landing with a Death from Above attack to start the skirmish off right.

TIP

If you've run out of SJMG ammo, retrieve your previous weapon from the supply pod before moving on.

Hidden Insignias

Take a moment to do a little treasure hunting after securing the area. Spy a large slanted column of rock overhead and grapple up to it. Run up the rock column, using it like a bridge.

The slanted column leads to a high ledge where an insignia awaits discovery. Pocket the prize before continuing.

Fissure III:
Insignia 1 of 3

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Return to the slanted column and look around to spot another collectible hovering in the middle of the area. Drop and grapple the bottom of the column, then make a big swinging leap to reach the insignia.

Fissure III:
Insignia 2 of 3

Follow your nav point toward a giant blue door bathed in blue light, but don't approach it just yet. Instead, notice some shattered tram tunnels jutting out from the wall below. Search the nook below the tunnel to find the area's last insignia!

Fissure III:
Insignia 3 of 3

Now return to the big blue door—a BioReign matrix door. You acquired the blue matrix code after destroying the Buraq helicopter, so this door will open for you. Simply approach it and pass through.

Biomech Berserker

Your progress is saved as you pass through the blue matrix door. That's a good thing, because a ferocious shieldless Biomech guards the cramped cavern ahead! You must defeat this brute to continue, so steel yourself for a tough fight.

The Biomech will rush and pummel you relentlessly if you remain on the ground, so locate a rocky outcropping that you can use a perch (there are several). Equip your frag grenades and toss a few at the Biomech to soften it up. You can defeat the Biomech outright with this tactic if you have enough grenades.

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If you're short on grenades, simply use one to stun the Biomech for a moment, then quickly drop from your perch and locate a boulder that you can throw. (Remember: Objects that you can throw flash when you're near them and sport a yellow hook point when sighted.) Quickly kite the boulder and toss it at the Biomech to knock the berserker backward, inflicting heavy damage. Immediately kite another boulder in preparation for your next attack, and keep bombarding the Biomech until it finally falls.

TIP

If you ever need to flee from the Biomech, evade and start swinging. Retreat as far away as necessary, escaping to higher ground if need be while you wait to recuperate.

Nice moves, soldier. Defeating this worthy foe has earned you an awesome new technique: the Whip Spin attack. This ability can only be used when your adrenaline meter (which now appears near your weapon ammo) is full. You've also gained the Push the Button ability, which enables you to execute lethal attacks against powerful adversaries, such as Biomechs and Polycraft, when you "push the button" at the correct time during battle. Not a bad haul!

Reward received!
"Whip Spin"

Reward received!
"Push the Button"

Incoming!

You're not out of danger yet! Look up and watch as a host of grunts descend upon you from the daylight above. What a perfect chance to test out your new Whip Spin! Watch as the men fall; run into their midst, then quickly press the Light Punch and Heavy Punch buttons at the same time to perform the Whip Spin, killing the majority of the grunts in one move and completing a couple of challenges!

Challenge complete!
"Whoo-paah!"

Challenge complete!
"Lash Out"

Reward received!
"Super Charges"

Dispatch any grunts that were out of range of your Whip Spin, and notice that your adrenaline meter fills with each kill. Once you've refilled the meter, you can unleash another Whip Spin attack. (The Push the Button technique also requires a full adrenaline meter.) Secure the cavern to juice up your adrenaline meter and then follow your nav beacon to the next area.

TIP

Make a thorough search after defeating the grunts and collect any grenades or ammo pickups they may have dropped.

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Saints' End Station

You haven't reached the park yet, but the fissure has led you to a giant underground tram station. There's lots of enemy activity in this desolate place, so keep your wits about you.

Insignia Locations

1. On a low ledge of the starting chasm
2. In a tram tunnel near the first group of enemies
3. In the tunnel below the second group of grunts
4. Floating beneath the first mine you grapple
5. In a nook near the enemy relay

Objectives

- Reach the park.

Storming the Station

Begin exploring this area by swinging over to the shattered tram tunnels on the right (not the station on the left). Look across at the station to spy a collectible on a very low ledge. Swing over and claim this prize, then grapple up to the station above.

Saints' End Station:
Insignia 1 of 5

Flashlights can be seen at the station—grunts are on patrol. Use your imagination and take out the enemies as you see fit, but beware: One of the soldiers is a BioReign heavy, and these guys carry powerful, rapid-fire machine guns. Keep behind cover, using your arm and the environment to your advantage.

TIP

Try grappling heavies, kiting them skyward and then slamming them into nearby foes. This is a great way to nullify a heavy's powerful attacks, and the impact will kill both hostiles in one swift maneuver.

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Before dropping through the hole the enemies were guarding, look around the station to discover a collectible tucked away near the rail line.

Saints' End Station:
Insignia 2 of 5

Now drop through the large hole in the station's floor to reach a wide cavern. The fissure has halved the entire tram station, splitting it down the middle. BioReign has set up floating mines down in the fissure—you need to deactivate them.

NOTE

Ignore the collectible floating near the mines; it's not safe to grab just yet.

Swing to the next station on the left side of the fissure. Climb to the station's upper floor and wipe out the grunts, then drop to the lower tunnels and claim a collectible. After pocketing the goodie, follow your nav beacon toward a higher tunnel that leads to the next station ahead.

Saints' End Station:
Insignia 3 of 5

Two BioReign heavies patrol the far end of the tunnel. Grapple and hurl objects from range to kill both of them quickly.

Breaching the Relay

A ramp spans the fissure beyond the tunnel, stretching over to the tram stations on the cavern's opposite side. Fight your way through the soldiers on patrol, tossing objects to batter them from afar. If you've got adrenaline, feel free to rush forward and unleash a devastating Whip Spin to simplify matters.

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Reach the relay and clear all enemies from its station, but don't hack the relay just yet. Instead, spy an insignia that's stashed at the far end of the nearby tunnel. Swing over and claim it, then return to the relay to hack it, saving your progress and deactivating the floating mines.

Saints' End Station:
Insignia 4 of 5

Dark Clouds

You've swung through many minefields in the past, but this one's a little different. Thick pockets of radiation fill the fissure, forcing you to follow a precise path as you swing through.

Begin by dropping down to nab a collectible that hovers far below the first mine you can grapple. Fall and latch onto the mine below, then simply reel out your wire to dip down and pluck the prize.

Saints' End Station:
Insignia 5 of 5

Stick close to the tram stations on the right at first, then simply follow the middle of the trail when the fissure narrows. Take your time and avoid all mines that hover within the scary blue clouds.

TIP

When the fissure narrows, you can start grappling onto the surrounding rock face in addition to the mines. This can be a big help.

The minefield leads to a tram tunnel that's been halved by the fissure. Swing into the tunnel to continue your journey toward the park.

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Fissure IV

The fissure's winding to an end, but there's a little more to go. Make tracks, soldier—the park is just ahead!

Insignia Locations

1. Atop the tram tunnel where you begin
2. Near a crane on a high ledge near the relay
3. On a high ledge near the relay
4. High above the minefield
5. Amongst the final mines

Objectives

- Reach the park.

Challenges to Complete

Name	Feat Required	Reward
Poly Cruncher	Destroy 10 Polycraft.	None

Torn Tunnel

The tram tunnel breaks off abruptly: The fissure has ripped it apart here as well. A few grunts stand at the opposite half, but there's no point in getting your hands dirty. Hurl boulders at them from afar instead.

Next, grapple up to the top of your half of the tram tunnel. The first of this area's two cleverly concealed insignias lies up here. Nab it, then swing across the fissure and continue exploring the tram tunnel.

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Fissure IV:
Insignia 1 of 5

Underground Outpost

The tunnel opens into a huge cavern. BioReign has set up quite a camp here—they're really dug in. Grunts, leaders, and heavies crawl like ants among the ramps and platforms. Make good use of your bionic arm and the Tungsten, hurling objects at distant enemies and opening fire when you run out of fodder.

Advance along the ramps, making good use of the ample cover. There are plenty of objects to toss around here, so you shouldn't have much trouble dispatching enemies.

The soldiers are densest near the relay that stands in the cavern's far corner. Follow your nav beacon to find the relay, and continue heaving objects at foes from range. Secure the site, but don't hack the relay until you've collected an insignia from a nearby overhead ledge.

Fissure IV:
Insignia 2 of 5

With the insignia added to your collection, hack the relay to disable a distant minefield and save your progress.

Polycraft Patrol

A supply pod slams down on the ledge below the relay—something big must be headed your way. Sure enough, a Polycraft whirls into firing range. Drop and grab the Bulldog from the pod, then duck behind one of the large barricades for cover.

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With a Bulldog at your disposal, along with so many surrounding objects to throw or use as cover, your options for dismantling this Polycraft are plentiful. Since this is the 10th Polycraft you've faced, destroying it checks off another challenge.

Challenge complete!
"Poly Cruncher"

Path to the Park

Great work, soldier—you really showed some impressive skills there. Now grapple up to the high ledge with the crane to return to the network of ramps. Don't sprint past the crane without checking around, though—there's an insignia stashed near the surrounding barrels!

Fissure IV:
Insignia 3 of 5

A few more soldiers have taken position to defend the minefield ahead, but they pose little threat. Just toss the many barrels near the crane at them for easy kills.

NOTE

Try not to use your Bulldog during these fights. You'll face a tough battle when you get to the park, and the Bulldog can be a real lifesaver there.

Your days of fissure-delving are almost behind you. Simply swing across the short string of mines, following your nav beacon into the final tunnel. If you like, show off some fancy swinging and nab the two insignias that hover near the mines as you go.

TIP

Swing from the first mine to a high stalactite hanging from the ceiling, then swing from the stalactite to reach the higher of the two collectibles near the minefield.

Fissure IV:
Insignia 4 of 5

Fissure IV:
Insignia 5 of 5

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Ascension City Park I

At last, you've come to the end of the fissure—no more trudging through tunnels. Your trip through the park is no picnic, however, so don't expect a vacation here. Hurry through and track down that item before BioReign does.

Insignia Locations

1. On a high ledge near sunlight near the area's start
2. On a grassy ledge near the park's first lake, on the left side, near a picnic blanket
3. Floating amongst the trees near the picnic site collectible
4. Floating out in the open, up high, above the first park lake
5. Beneath the highway near the Biomech encounter
6. Near some boulders in the rock-filled highway tunnel
7. On a high ledge near the Biomech encounter

Objectives

- Locate and secure the Carrion Device.

Finished with the Fissure

OK, so you aren't completely out of the fissure. But daylight is just ahead, so swing toward it.

Don't miss the insignia on your way out of the fissure. It's on a high ledge near the sunlight that's directly across from the fissure's exit.

Ascension City Park I:
Insignia 1 of 7

Climb out from the depths and give your eyes a chance to adjust to the light before sprinting down the grassy path. You come to a ledge that overlooks a serene lake, but the majesty is tarnished by the sudden appearance of BioReign's lumbering base. Press the Look button for a closer look at the monstrosity as you listen to Groeder shouting orders to his men in the field.

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A Day in the Park

Drop to the ledge below and then swing along the left wall, circling around the lake. Head toward the distant waterfall, but don't get too close—the area around the waterfall is highly irradiated.

TIP

As ever, if you fall into water, use your arm to grapple back up to safety.

Check the grassy ledges as you circle the lake to discover a sad sight—the remains of some peaceful picnickers who couldn't have predicted BioReign's terrible WMD attack. It's not all bad up here, though: An insignia floats nearby.

Ascension City Park I: Insignia 2 of 7

Drop to the rocky ledge below the picnic site, then look up to spot another insignia floating above. Grapple and swing from the overhead branch until you manage to swipe it.

Ascension City Park I: Insignia 3 of 7

You can't go much farther—the radioactivity near the waterfall is too much to handle. Head back the way you came, and search for another collectible floating high above the lake as you go. It takes a mighty swing from one of the park's tallest trees to reach this prize; try to claim it while making your way around the lake in the opposite direction.

Ascension City Park I: Insignia 4 of 7

You've cleaned this lake out of collectibles. Now follow your nav beacon to a grassy mound where some BioReign soldiers have set up a small outpost. Take a moment to clear out these scum, restoring peace to the park.

Chasing the Rapids

A river rushes through a narrows near the soldiers' camp. Swing along the overhead tree branches, following the river toward another tranquil lake.

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Latch onto an overhead tree branch and swing to the grassy mound in the middle of the second lake. You can see more soldiers on the next mound ahead; do your worst.

Deadly Duo

Flee to the trees the moment you clear out the soldiers—two Biomech berserkers soon leap onto the hill, and they'll smash you to bits if you linger on their level. Hopefully you've been saving your Bulldog ammo, because this fight is brutal without the aid of grenades.

Grapple onto an overhead tree branch and swing back and forth to present the Biomechs with a tough target. While swinging, either lob frag grenades or fire your Bulldog at the berserkers' feet. Do this while the brutes are standing close to each other and they'll both take damage from each blast. If you run out of explosives, either zip kick the brutes' backs or toss objects at them. Swing fast, keep moving, and don't let them catch you.

TIP

The Death from Above attack is a great way to stun the berserkers and set them up for follow-up assaults.

Insignia Hunt

Good work; you've secured this section of the park. Swing over to the nearby stretch of highway and search beneath the road to locate a hidden insignia. Only one more to find!

Ascension City Park I:
Insignia 3 of 7

Another insignia isn't far—examine the rockslide that's plugging the nearby highway tunnel and you can see the insignia—it's trapped beneath some boulders. Toss the rocks aside to uncover the collectible and snag it.

Ascension City Park I:
Insignia 4 of 7

The final insignia's not far either. Turn around and look back at the park from the highway, and you can't miss it; it's floating on a rocky ledge to the right. Swing over and nab this final prize before taking the car tunnel to the next area.

Ascension City Park I:
Insignia 7 of 7

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Avenue of Heroes

Insignia Locations

1. Floating over the river near the start
2. On the ground near one of the fallen "hero" statues
3. Atop the toppled tower near the "hero" statues
4. Hovering inside the building at the avenue's end

Your trip through the park includes a brief tour of the Avenue of Heroes, a majestic roadway that—like most of the city—has suffered greatly from BioReign's attack. Spencer is once again reunited with his past as he journeys through this peaceful place.

Objectives

- Locate and secure the Carrion Device.

Dossiers Acquired

- Avenue of Heroes

The Scenic Route

The road ahead is blocked by a rockslide, so you'll need to take the scenic route. Swing along the high tree branches that stretch over the watery chasm to the left, claiming the collectible that hovers amongst them.

Avenue of Heroes:
Insignia 1 of 4

The branches lead you to a ruined covered walkway: the Avenue of Heroes. Follow the walkway, using your arm to navigate the waterfall pool you encounter.

False Idols

The walkway leads to a marvelous lookout dominated by a ring of giant statues. It's a memorial to the heroes of the FSA, but even these silent sentries could not withstand the Witherer's wrath. Approach the ruined statues for a run-in with one of Spencer's old acquaintances.

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If you like, take a moment to examine the statues and read their placards. Spence even has one! Oh, how the mighty have fallen.

Whatever you do, don't miss the collectible that sits on the ground next to a fallen hunk of statue. This one's a gimme!

Avenue of Heroes:
Insignia 2 of 4

Tower Insignia

The road ahead is in a sorry state and leads to a toppled tower. Something of value sits atop the tower, so grapple your way up.

Well, what do you know: There's an insignia up here! Collect the prize and then continue following the walkway to reach a large structure.

Avenue of Heroes:
Insignia 3 of 4

This building's in better shape than most. Head inside and grapple up to the second floor, nabbing the hovering insignia along the way. Run down the hall that follows afterward to reach the next area.

Avenue of Heroes:
Insignia 4 of 4

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Ascension City Park II

Hopefully your trek down the Avenue of Heroes didn't lull you to sleep, because this next portion of the park is packed with bad guys. BioReign's sparing no effort in locating the Carrion Device, so expect to encounter stiff resistance through here.

Insignia Locations

1. Atop a platform right at the start
2. Hovering near the mall's ceiling
3. Behind a barricade at the rear of the cliffside outpost
4. On a low ledge at the Biomech ambush site
5. Inside a drainage pipe at the Biomech ambush site

Objectives

- Locate and secure the Carrion Device.

Mayhem in the Mall

The Avenue of Heroes has led you to the park's shopping center. You're on the second floor; grapple up to the insignia that sits atop a short platform to the right as you enter.

Ascension City Park II:
Insignia 1 of 5

Now peer through the opening in the floor to view enemy soldiers milling about below. There are loads of troops down there; steel yourself for a frantic battle, then drop into the fray.

There's plenty of cover inside the mall, so use it to your advantage. Wipe out all surrounding hostiles when you land, then work your way toward the opposite end. Retreat when you need to rest up or if the soldiers try to flank you.

TIP

The mall's benches can be thrown at enemies for great impact. Try tossing soldiers into one another as well. Hurling heavies about is particularly useful, as it keeps them from firing their powerful machine guns.

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When you get a chance, zip up and claim the insignia that hovers near the mall's ceiling. You can't miss this one, so be sure you don't!

Ascension City Park II:
Insignia 2 of 5

Fight your way to the far end of the mall, then grapple back up to the second floor. More soldiers are stationed near a relay ahead; grab a HIKER from the supply pod that slams down and wield it with abandon.

Secure the area and then hack the relay to save your progress. This also disables several mines that have been placed along the outdoor walkway above. Grapple up and exit the building, sprinting past the mines without pause.

Outdoor Action

BioReign has set up an outpost along the grassy cliffs beyond the park's mall. Sneak along the shady path and pick off the lone grunt standing on your side of the ravine. Now the grunts across the way must cross the footbridge if they wish to close in.

CAUTION

Many of the cliffs here are bathed in radiation, and your bionic arm won't attach to these surfaces. Look before you leap!

A supply pod with an SJMG soon crashes down. Grab the weapon and use it to help you clear out the BioReign troops across the footbridge. Heavies take a lot of bullets to kill, so you may prefer rushing them and tossing them about with your arm instead.

Work diligently at securing this outpost. Cross the footbridge and search behind a barricade at the rear of the outpost to discover a hidden insignia. Collect this goodie before continuing along the path.

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Ascension City Park II:
Insignia 3 of 5

Triple Threat

The park trail winds toward another rocky ravine that's guarded by not one but three burly Biomechs. Only one brute appears at first—the others don't join the fight until you leap across the ravine. But before doing so, look around for a couple of rocks to throw at the first Biomech, softening him up from afar. Finish the Biomech off with frag grenades if possible.

When you're ready to dance, leap over and take the fight to the Biomechs. The other two soon join in the fun; stay mobile and don't let them catch you. There are plenty of objects to throw, but it's tough finding the time to do so when you're being chased about. If you're having trouble, try outmaneuvering the brutes, grappling their backs, and delivering zip kicks instead—but don't expect to inflict much damage.

TIP

Use Death from Above attacks to stun the Biomechs and open them up for assaults. Drop into the water or dangle from a cliff whenever you need time to recover.

Don't worry if you're struggling here: Super Joe eventually takes pity and deploys a Bulldog by way of supply pod. This is the turning point in the fight. Grab that Bulldog and use it to wipe out the Biomechs as you did before, by swinging from a tree branch and firing at their feet when they gather near.

Awesome job, soldier. Your grappling and combat skills are truly beginning to shine. Don't leave the scene just yet, though; explore the depths of this area to discover an insignia sitting on a low ledge down by the water.

Ascension City Park II:
Insignia 4 of 5

You may have spotted the remaining insignia while searching for the previous one; it sits in a drainage pipe sticking out from the outside rock wall. Grab this area's final prize, then dash up the large ramp and enter the structure beyond to carry on with your mission.

Ascension City Park II:
Insignia 5 of 5

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Ascension City Garden

Your trek through the park has led to Ascension City Garden, a colossal indoor greenhouse. This once-charming place of warmth and life wasn't hit too hard by the effects of the Witherer, but BioReign militants now swarm the place. You'll have a tough time getting through here.

Insignia Locations

1. Atop the ceiling rafters in the sniper-filled atrium
2. Beneath a walkway near the water in the first Biomech chamber

Objectives

- Locate and secure the Carrion Device.

Dossiers Acquired

- HIP-Cutter

Challenges to Complete

Name	Feat Required	Reward
Biomech Sweeper	Defeat 15 Biomechs.	None

Snipers in the Garden

First things first: turn around as you enter this area and find a collectible stashed behind you.

Ascension City Garden:
Insignia 1 of 5

Explore the gardens and watch in awe as a Biomech uses a powerful "HIP-Cutter" laser to carve through a steel security gate. You'll face off against this formidable adversary soon enough; first you must get through the garden's sniper-filled atrium.

You can simply cut through the atrium in pursuit of the Biomech if you like, but killing all of the snipers is to your advantage. Doing so allows you to safely grapple up to the high rafters and retrieve a hidden insignia, which can be tricky to get if you're in a rush. You'll also be moving back through this area later on.

TIP

Swing fast as you navigate the atrium so the snipers can't easily track you. Use zip kicks and Death from Above attacks to eliminate each sniper in turn.

Ascension City Garden:
Insignia 2 of 5

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One Bad Biomech

Hurry through the gate that the Biomech cut down to reach another wide chamber. A relay stands in the chamber's center, but the Biomech you saw earlier boosts into view as you approach. Immediately take cover behind one of the glowing signs to either side of the entry—the Biomech wastes no time unleashing its deadly HIP-Cutter against you.

Solid objects provide cover from the Biomech's laser, but you can't hide forever. Fortunately, this brute moves quite slowly while toting its massive HIP-Cutter around. Use your superior mobility to slip behind the Biomech while it's firing, then grapple its back and unleash a zip kick to knock the Biomech silly for a moment.

Zip kicking the Biomech causes it to drop its HIP-Cutter. You can't wield the giant weapon, unfortunately, but you can use it as a projectile. Immediately grapple the HIP-Cutter, kite it, and then heave it at the Biomech, inflicting heavy damage if the attack lands.

TIP

Rocks and postboxes serve as functional projectiles as well.

CAUTION

The Biomech becomes far more agile once separated from its HIP-Cutter. Expect it to leap about and chase you down, yearning to pummel.

Reinforcements Arrive

Continue outmaneuvering the Biomech, stunning it with zip kicks and then heaving its HIP-Cutter until the brute finally falls. Enemy soldiers then enter the area; wipe them out to secure the relay site.

Before hacking the relay, search beneath the walkways to discover an insignia sitting on the mossy rocks beneath you. Easy pickings.

Ascension City Garden:
Insignia 3 of 5

There is another insignia hovering just above the water. This one takes some fancy grappling to nab; latch onto the walkway's underside and make short swings to collect it. Return to the relay afterward and hack it to save your progress.

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Ascension City Garden:
Insignia 4 of 5

Backtrack toward the previous atrium, wiping out the small teams of soldiers you encounter along the way. A supply pod crashes down in the atrium as you move through—nab the HIKER inside, then follow your nav point, fighting your way through more grunts as you move to the next chamber.

HIP-Cutter Brothers

You eventually come to another giant chamber guarded by not one but two HIP-Cutter Biomechs. Immediately duck for cover behind a sign as you did before to avoid being cut to ribbons by the Biomechs' lasers.

Needless to say, this will be a tough battle. Don't expect to bully these two; use your superior mobility once again to outmaneuver them. Exploit the size of the room and try to lure one of the Biomechs to a higher walkway so you don't have to worry about fighting both at once. Land those zip kicks at every opportunity and try to follow up with a HIP-Cutter toss whenever possible.

TIP

Quick swinging can get you out of danger, but don't be afraid to drop into the water or fall back toward the atrium if the Biomechs are giving you a pounding.

Since these are the 15th and 16th Biomechs you've faced, dispatching the first one completes a challenge you've been working on for quite a while now.

Swipe this area's final collectible either during or after your clash with the Biomechs. It sits on the second floor walkway.

Ascension City Garden:
Insignia 5 of 5

TIP

Toss the fallen husk of the first Biomech you kill to damage the remaining brute. The Biomechs may also shed chunks of armor from time to time, which can also be thrown.

Challenge complete!
"Biomech Sweeper"

Escape from the Garden

A tremor causes a giant hole to open up in the chamber's floor. Drop in and follow your nav point through the underground tunnel to proceed with your mission.

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Ascension City Park III

You're getting closer to your objective, soldier, but there's still more park to pass through. Better get a move on.

Insignia Locations

1. Along a grassy side trail, out in the open
2. Hidden amongst rocks near the water in front of the large building
3. Atop the building near the first relay
4. On a high ledge near the mine-filled chasm
5. Hovering amongst the mines in the chasm
6. Atop the tall central rock mound near the second relay

Objectives

- Locate and secure the Carrion Device.

Crossfire Clearing

Follow your nav beacon as you sprint along a shady trail. The surrounding trees give way to a clearing, where several red targeting lasers reveal the presence of snipers.

The marksmen are poised to defend the large stone building ahead, so don't head directly toward the structure. Loop around to the left instead, picking up an insignia as you go.

Ascension City Park III:
Insignia 1 of 6

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Hug the rock wall as you bolt down the left trail, keeping out of the snipers' sights. A supply pod comes crashing down in front of you; dash over to it and collect the Yelena sniper rifle.

Before moving against the snipers, take a moment to investigate the shallow pond ahead. Look carefully and notice an insignia hidden among some rocks near the water. Toss the rocks aside to claim your reward.

Ascension City Park III:
Insignia 2 of 6

Sniping Snipers

With the insignia tucked away, begin scaling the nearby cliff, picking off snipers with your Yelena. Take your time and work methodically until no more targeting lasers bear down on you, then climb to the top of the building.

An insignia awaits discovery on the building's rooftop. Grab it, then scan the scene up ahead.

Ascension City Park III:
Insignia 3 of 6

Enemy soldiers defend a relay that stands atop the building. Unleash your Yelena on the heavies to simplify the fight, then deal with the rest as you see fit. Hack the relay after securing the area to deactivate the nearby floating mines.

Before exploring the mines, look across the chasm and spy an insignia sitting atop the far ledge. Grapple your way to that collectible, but beware the surrounding radiation.

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Ascension City Park III: Insignia 4 of 6

The mines lead down into a chasm. No need to swing from the mines; as long as they're off, you can safely drop down and proceed through the tunnel that follows. Try to snatch the collectible that floats amongst the mines as you plummet downward.

Ascension City Park III: Insignia 5 of 6

The tunnel ends near a pool of water. More mines stretch on ahead, but you need to hack another relay to shut these off. Jump and grapple along the grassy rocks to the right, following the water.

Riverside Relay

Continue chasing the water (and your nav beacon) to locate the relay you're after. Naturally, the site is well defended by several BioReign troops. Employ your Yelena if you've still got ammo; otherwise, simply hurl rocks and fallen branches to eliminate the soldiers from afar.

Before hacking the relay, scale the nearby mound of rocks. An insignia awaits discovery at the very top; nab it, then hack the relay to save your progress and shut down the mines you noticed earlier.

Ascension City Park III: Insignia 6 of 6

The relay overlooks the pool of water near the mines. Dive down to quickly return to the minefield, then swing across the mines to reach a distant ledge. Enter the cave that follows to move closer to your objective.

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Ascension City Park IV

Insignia Locations

1. On the ground near some rocks near the start
2. At the end of a road, near a cliff
3. On the rocky cliff beyond where the road ends
4. Atop the courtyard monument
5. Atop the courtyard wall

A short hike along a park trail is all that stands between you and the Federal Archives Building, where the Carrion Device is kept. There's no sign of BioReign, but they can't be far. Hurry to those archives, soldier.

Objectives

- Locate and secure the Carrion Device.

Dossiers Acquired

- The Federal Archives

Dash to the Archives

No need to worry about traps or ambushes—BioReign isn't here yet. Sprint along the rocky trail, bearing left to discover an insignia floating off to the side, near some rocks.

Ascension City Park IV:
Insignia 1 of 5

You soon come to a road. One end is blocked by fire—don't get too close. Head the other way instead.

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Cliffside Insignias

The road leads to the courtyard of the Federal Archives Building, but don't go there just yet. Instead, follow the road to its end, discovering another insignia that sits on the ground.

Ascension City Park IV:
Insignia 2 of 5

Run to the edge of the ledge ahead after nabbing the second collectible, then turn and leap across the rocky ledges to the right. Bingo—another hidden insignia. Pocket the prize, then return to the road and backtrack toward the archives.

Ascension City Park IV:
Insignia 3 of 5

Courtyard Collectibles

There it is: the Federal Archives Building. Before approaching the building, grapple up the courtyard's tall central monument and claim an insignia that sits atop it.

Ascension City Park IV:
Insignia 4 of 5

From the top of the courtyard monument, scan the vicinity to spot the area's final collectible hovering above the outside wall. Swing from the trees near the wall to soar up and claim the collectible, then hurry inside the Federal Archives building.

Ascension City Park IV:
Insignia 5 of 5

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Federal Archives

At last, you've reached the Federal Archives. BioReign has yet to discover this hardened facility, but there's no point in dallying. Get over there and secure that Carrion Device on the double.

Objectives

- Locate and secure the Carrion Device.

Insignia Locations

1. Atop the tall central spire
2. Floating high above the computer terminal

Challenges to Complete

Name	Feat Required	Reward
Explosive Delivery	Kill two grunts with the Bulldog while swinging.	Reloaded
Let the Dog Out	Kill three grunts with one Bulldog shot.	Firestorm; new challenge
Bulldog's Eye	Kill two grunts from 120 meters with one Bulldog grenade.	Sharpshooter Calm

Before following your nav point to a data terminal, look around for two insignias to grab inside this place. The first sits atop the tall central spire; grapple up and claim it.

Federal Archives:
Insignia 1 of 2

From the top of the spire, look around to spy the other insignia hovering in midair. Swing over and snag it so you can get down to business.

Federal Archives:
Insignia 2 of 2

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All right, there's no more time to lose. Approach the data panel at the far end of the archives to input the security code and retrieve the Carrion Device from storage.

Minor Setback

Unfortunately, you're denied access to the Carrion Device. The building then trembles—BioReign has arrived!

Stand ready, soldier—the terrorists must not be allowed to obtain that device. A supply pod soon rockets down, providing you with a Bulldog. It'll certainly come in handy, so hurry over and grab it.

NOTE

Gibson will provide you with additional weaponry as the fight wears on. The pods all land near the same spot, so check there often.

Torrent of Troops

BioReign sends waves of grunts, leaders, and heavies at you without mercy. Heavies are of the greatest concern, and there are a lot of them. Exploit cover and lob grenades at these burly soldiers from afar, tossing and slamming them about with your arm should they close in. Unleash your Whip Spin attack at every opportunity.

CAUTION

Leaders enjoy hurling grenades at you throughout this fight. Keep aware of your surroundings and zip to safety each time a grenade lands nearby.

TIP

There's no place to hide in the archives, but try sticking near the Carrion Device module. Use the bookshelves as cover and don't let the enemy flank you.

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The enemy eventually adds fuel to the firefight by sending in a swarm of constructor drones. Super Joe deploys an SJMG at this point—trade your Bulldog for the SJMG and use it to cut down the drones with all speed.

TIP

Remember; constructor drones have a hard time hitting a mobile target. Shoot from the hip as you run about, spraying bullets.

More soldiers arrive after you repel the drones. Empty your SJMG's clip, then retrieve your Bulldog and finish the fight. With all those grunts coming at you, this is an excellent chance to complete your Bulldog-based challenges if you haven't already.

Challenge complete!
"Explosive Delivery"

Reward received!
"Reloaded"

Challenge complete!
"Let the Dog Out"

Reward received!
"Firestorm"

Challenge complete!
"Bulldog's Eye"

Reward received!
"Sharpshooter Calm"

Objective Complete

Return to the data panel when the onslaught finally subsides. You're granted access this time—the Carrion Device now rests in your hands.

Excellent work, soldier; you've thrown a serious wrench into the terrorists' plans. Snag a Bulldog from the supply pods if one's available, then drop down the large hole that has opened up in the floor. Proceed through the underground tunnel you discover to make your escape.

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The Mohole

You've secured the Carrion Device; now you must race to the extraction point. Super Joe has sent you the coordinates, but getting there won't be easy. BioReign isn't about to abandon its plans.

Insignia Locations

1. Behind a mound along the initial grassy path
2. Beneath the shattered highway near the relay
3. Hovering on high above the shattered highway

Objectives

- Defeat the Mohole.

Challenges to Complete

Name	Feat Required	Reward
Can You Dig It?	Defeat the Mohole.	No Clipping; Red Matrix

Highway Relay

The tunnel from the Federal Archives Building leads out to fresh air. Sprint down the dark grassy path ahead, searching behind boulders after you pass a small water hole to spy a hidden insignia.

The Mohole:
Insignia 1 of 3

A relay stands on a broken highway ahead; listen to the guards' conversation or simply lob a grenade at them to obliterate both at once.

Swing over and secure the relay site. Before hacking the device, drop from the highway and grapple onto its underbelly. Look for a hidden insignia floating nearby and move to collect it.

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The Mohole: Insignia 2 of 3

Next, swing from the overhead signposts and swipe the area's final insignia from the sky above the highway. Return to the relay afterward to hack it and save your progress.

The Mohole: Insignia 3 of 3

Return to the relay and hack it to save your progress. Then swing from the overhead signposts to navigate the broken highway, following your nav point toward the distant parking lot.

Mohole Showdown

The ground begins to tremble after you land near the parking lot. A giant, mechanical monstrosity bursts from the ground, sending cars flying. You've caught brief glimpses of this massive worm-like device while exploring underground tunnels; it's the Mohole, BioReign's tunnel-digging device. And no, it's not happy to see you.

Equip your Bulldog if you've still got it and race toward the Mohole. The monster's "eye flaps" soon open, exposing its laser eye. The eye begins powering up; quickly launch two grenades into the eye to force the Mohole underground before it fires.

CAUTION

The Mohole's eye laser can kill you quickly, and it sets fire to anything it strikes. Don't ever give it a chance to activate!

If you aren't carrying a Bulldog, you'll need to hurl cars at the Mohole's eye instead. Thrown objects deal less damage than Bulldog grenades, but it only takes one hit to force the Mohole underground.

NOTE

Gibson deploys multiple supply pods throughout this fight. Some carry Bulldogs, while others have SJMGs. Monitor your radar for blue nav beacons and always grab Bulldogs when given the option.

Each time the Mohole retreats underground, it burrows around a bit and then resurfaces somewhere new. Keep alert and be ready to drill the Mohole with another grenade or vehicle when it surfaces.

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TIP

Look for a dust cloud when the Mohole's underground—that shows you where it's going.

Sky Diving

Once you've dished out significant damage to the Mohole, the monstrous device becomes stunned and collapses to the pavement. Rush forward and grapple its eye—and whatever you do, don't let go!

The Mohole snaps back to life after you latch onto its eye and reels upward, hurling you into the night sky. The force of the throw causes your arm to detach, but that's OK. Maneuver yourself in midair, aiming to rocket back down at the Mohole with a Death from Above attack.

That's gotta hurt! Drill the Mohole's eye with a Death from Above each time it tosses you into the air like this to score more damage.

Dangerous Waves

The Mohole adds a new attack: It tunnels up from the ground, straightens out into a tower, and then jolts the ground with a powerful shockwave. Flee from the Mohole when you see it stand tall, and prepare to jump the shockwave that follows. There's no other way to avoid this attack than to jump as high as possible at the correct time.

CAUTION

The Mohole will send out multiple shockwaves as the fight progresses. If you're hit by a wave, you likely won't be able to recover in time to dodge the others. Keep your distance and time your jumps with care.

Continue avoiding the Mohole's shockwaves and battering its sensitive eye until the monster finally falls. Outstanding work, soldier! Search the remaining supply pods for weapons and then pass through the nearby blue matrix door to carry on with your mission.

Challenge complete!
"Can You Dig It?"

Reward received!
"No Clipping"

Reward received!
"Red Matrix"

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Port Anderson I

Your extraction point is just ahead, but first you must pass through another long, scary matrix tunnel. BioReign wants that Carrion Device, so expect to encounter strong opposition as you push toward the harbor.

Insignia Locations

1. Near some rubble near the first gang of grunts
2. In the tunnel near the second gang of grunts
3. Floating near an overhead route sign at the far end of the tunnel

Objectives

- Reach the harbor.

Challenges to Complete

Name	Feat Required	Reward
Nemesis	Kill 350 grunts.	None
Crowd Control	Kill six grunts with one Whip Spin attack.	New challenge

Tunneling Forward

This tunnel's a wreck—fire is everywhere. Worse, BioReign soldiers swarm the place. Use your arm to toss objects at soldiers and hurl them into one another, and be especially wary of heavies. You'll complete a challenge you've been working toward for a long while as your body count racks up.

TIP

Avoid using the Whip Spin while combating enemies in the tunnel. Save your adrenaline for use against an upcoming mob.

Challenge complete!
"Nemesis"

After pressing through the first host of grunts, turn around to spy this area's first collectible floating near some rubble in the left tunnel.

Port Anderson I:
Insignia 1 of 3

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A HIP-Cutter-wielding Biomech stands at the tunnel's midpoint, intent on halting your progress. You must defeat the brute to advance, but make sure to eliminate all soldiers in the area before engaging this powerful adversary.

Utilize cover when battling the Biomech, and work at slipping behind the brute's back while it's firing. Grapple its back and unleash a fast zip kick to inflict a little damage and knock the HIP-Cutter from the Biomech's grasp.

TIP

Hammer the Biomech with grenades if you've got any to simplify the fight.

Once you've disarmed the Biomech, try hurling objects at it to inflict heavy damage. Stay mobile and beware its powerful arm gun and clubbing attacks.

Mob Mangler

A large squad of grunts rushes you after you bring down the Biomech. If you've got adrenaline saved up, sprint into the grunts' midst and quickly unleash a Whip Spin to kill them all at once. Succeeding in this bold approach completes another challenge.

Challenge complete!
"Crowd Control"

More soldiers await you down the remainder of the tunnel. Wipe them all out as you push forward, then turn around and search for another insignia near their location.

Port Anderson I:
Insignia 2 of 3

Press forward after dispatching the last few grunts, but before leaving the tunnel, backtrack a bit and search for an insignia that was hidden behind an overhead route sign. Collect the insignia and then exit the tunnel to reach Port Anderson proper.

Port Anderson I:
Insignia 3 of 3

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Port Anderson II

You've made it to the harbor, but there's a catch: You must destroy the port's anti-air turrets to clear the way for your evac chopper. Better get a move on—holding this Carrion Device is like having a giant BioReign target on your back.

Insignia Locations

1. Atop the tall bridge support near the start
2. On a rooftop near the start
3. Inside the warehouse, tucked away near the ceiling
4. Hovering out in the open near the first AA gun
5. Hidden on a rooftop near the first AA gun
6. Hidden outside near the far end of the final factory

Objectives

- Neutralize the first anti-air turret.
- Neutralize the second anti-air turret.

Hazardous Harbor

You begin on a ruined bridge. Enemy troops can be seen patrolling the steel girders beneath you through a hole in the pavement, but don't drop down there just yet. Instead, latch onto the giant bridge support ahead and grapple all the way to the top.

The first of this area's many insignias sits way up high atop the bridge support. Grab it and then drop all the way back to the pavement.

Port Anderson II:
Insignia 1 of 6

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Now drop through the hole, landing on the steel girder below. Wipe out the grunts on the girder, then go after the others on the nearby cargo dock. Be careful: There are quite a lot of grunts down there.

After securing the area, start jumping and swinging your way toward a remote warehouse (marked by your nav point). Before entering the warehouse, search a nearby rooftop to discover another hidden insignia.

Port Anderson II:
Insignia 2 of 6

Now enter the warehouse through the giant hole in its wall and wipe out the many soldiers within.

TIP

Take full advantage of the many objects inside the warehouse. Kick and throw them at your foes to clear the area without burning through ammo.

With the warehouse interior free of hostiles, backtrack toward your entry point and search near the ceiling to discover another insignia hidden way up high.

Port Anderson II:
Insignia 3 of 6

Jumped by Jet Fighters

Beware when exiting the warehouse: The outdoor area that follows is patrolled by a pair of formidable air force Biomechs. These ultimate war machines dominate both land and air, flying about and unleashing devastating energy attacks. They can also land to inflict punishment with crushing melee attacks. Get ready for a tough fight!

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As if two air force Biomechs weren't bad enough, a third one will join the fight after you defeat one of the first two. Fortunately, Super Joe launches a supply pod the moment the Biomechs engage you. The pod lands on a remote rooftop; race over to it and collect the Bulldog from within.

CAUTION

Don't get too close to the relay near the Bulldog pod's landing spot. The site is guarded by enemy soldiers and they'll complicate matters if they spot you.

Punish the Biomechs once you've got the Bulldog. Swing about to avoid their energy attacks, and pop them with grenades when you catch them hovering still. Make every grenade count and start throwing frag grenades at the Biomechs when your Bulldog runs dry.

NOTE

Air force Biomechs always pause for a moment to charge up their energy attacks before unleashing them. This is when they're most dangerous, but also when they're most vulnerable and easiest to hit. Just make sure to hit them or you might be the one on the receiving end!

When you run out of grenades, use your Tungsten to shoot the Biomechs' hands while they're busy charging up their energy projectiles. This stuns the brutes and spins them around, exposing their vulnerable backsides. Pepper their backs with more bullets, or try grappling on and unleashing a fast zip kick if the target's within range.

CAUTION

It takes time to stun a Biomech and then fire on its backside, and this exposes you to the other Biomech's attacks. Make sure you're at full health each time you try this tactic so you won't be killed if you're hit.

The Biomechs occasionally dive-bomb you as well. Leap to one side to avoid this attack, then try to grapple onto the monster's back and deliver a fast zip kick before it recovers. This is a good way to damage these brutes without spending ammo.

NOTE

It's almost impossible to defeat the Biomechs if you run out of ammo, so don't waste grenades or bullets. If you do run out, attack the group of soldiers near the relay and try to score some more.

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Port Collectibles

While battling the Biomechs, you likely noticed an insignia floating out above the open water nearby. Avoid drowning after making the grab by quickly spinning around and grappling back on to something solid.

Port Anderson II:
Insignia 4 of 6

Another insignia sits on a rooftop near the giant anti-air gun; grab it before hacking the relay.

Port Anderson II:
Insignia 5 of 6

The First AA Gun

With the site secure and its insignias in your possession, follow your nav beacon to the giant anti-air gun in the vicinity. Grapple the AA gun's control panel and tap the Arm Action button to rip it out.

Great work; now hack the nearby relay to save your progress. Hacking the relay also deactivates a minefield you may have spotted back near the broken bridge where you began. Backtrack toward the warehouse, making sure to collect the SJMG from the supply pod that touches down along the way.

The trek back toward the minefield is a dangerous one, as many more BioReign troops have been deployed to the area. You likely ate through a lot of ammo during the previous Biomech fight, so try using your wide array of arm attacks to defeat these hostiles and recoup some lost ammo. Bring out the SJMG only as needed—try to conserve a good portion of its ammo for an upcoming fight.

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Crossing the Minefield

The mines float just beneath the shattered bridge where you began. The best way to reach them is to run and jump from the broken edge of the bridge, holding the Grapple button as you fall to snag the nearest mine.

Swing very carefully from one mine to the next. Don't fall into the water or climb too high, or you risk death by drowning or radiation.

The mines don't lead very far, and soon you must navigate through a tricky pass. Grapple and swing from the surrounding buildings, steel pipes, and girders, and don't climb too high or you'll suffer from the heavy radiation above you. Keep beneath the giant overhead pipes and you'll get through just fine.

The Second AA Gun

Your progress is saved as you near the large factory where the second anti-air gun is positioned. The site is well defended by numerous soldiers, along with two more air force Biomechs. This can be an even tougher fight than the last one, so be on your guard.

The key to surviving this scenario is to take out the Biomechs without exposing yourself to the many nearby soldiers. This is easier said than done, but a good trick is to keep far away from the AA gun, taking cover amid the factory's trio of giant pipes near the steel footbridge. This makes it almost impossible for the soldiers to shoot you while still enabling you to fire at the Biomechs.

Use your SJMG and shoot the Biomechs' hands as you did before, then spray their backsides with lead. Gibson

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deploys a Tarantula rocket launcher after you kill your first Biomech, but there's no need to advance and take the weapon if you're doing well with the SJMG.

After downing all of the air force Biomechs, move to secure the AA gun site. Careful, though: A lancer Biomech armed with a HIP-Cutter stands atop a nearby building, eager to fire down at you from its perch. Keep out of the Biomech's line of fire as you clear out the enemy soldiers with the SJMG. Then collect the Tarantula and use it to obliterate the lancer Biomech from afar.

Clearing the Air

With the whole area free of hostiles, use your arm to rip out the AA gun's control panel and complete your objective. Hack the nearby relay afterward to save your progress and deactivate a nearby minefield.

The mines lead to a remote factory with a hole in its roof. Swing with care, as plunging into the water means a sure death.

The area's final insignia sits amongst some refuse near the far end of the factory. Check around and grab the collectible before entering the factory through the giant hole in its roof and proceeding to the next section of the harbor.

Port Anderson II:
Insignia 6 of 6

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Port Anderson III

You've gotten rid of BioReign's anti-air defenses; now you must reach the extraction point. The designated evac site is a remote oil rig far out to sea.

Insignia Locations

1. Inside the warehouse where you begin
2. In the first open area, floating near the insertion pod tower
3. In the first open area, atop the large ship
4. In the second open area, on an oil tower near the mines
5. In the second open area, floating near the insertion pod tower
6. Atop the roof of the warehouse near the oil rig, behind a solar panel
7. In the third open area, hidden atop an oil tower

Objectives

- Find a way out to the oil rig.

War at Sea

You begin inside a ruined warehouse. Grapple up a bit and search above some giant machinery to find your first collectible.

Port Anderson III:
Insignia 1 of 7

Now climb up to the roof and look at the nearby cluster of broken pipes and girders. A Polycraft is on patrol there. If you've still got some Tarantula ammo, lock onto the Polycraft as it passes by and down it with a strong volley. If your Tarantula's dry, you'll need to swing around the pipes and girders, seeking to latch onto the Polycraft and batter it with zip kicks.

CAUTION

Snipers lie ahead, so don't advance too far until you've dealt with the Polycraft.

Advance after dispatching the Polycraft, following the pipes toward a large oil tower. Climb to the top and kill the sniper up there, then retrieve a Yelena sniper rifle from the supply pod Super Joe has deployed.

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Use the Yelena to pick off the other sniper poised on the far building. Then turn it loose against the many enemy soldiers patrolling the large ship ahead. Empty the Yelena's clip and then swing over to finish off any stragglers.

TIP

If your Tarantula still had ammo, don't forget to exchange your empty Yelena for it.

With the area mostly secure, take a moment to snag the collectible you've no doubt spotted floating out in the open near the insertion pod tower. Swing from the large broken pipes, spinning around to latch onto something solid after you make the grab.

Port Anderson III:
Insigna 2 of 7

Next, visit the large ship the grunts were guarding and scale its highest mast to discover another hidden goodie.

Port Anderson III:
Insignia 3 of 7

Biomech Ambush

The way forward is blocked by an energy shield. Swing over and approach the shield to become ambushed by a pair of Biomechs. These are the standard rush-and-smash variety, and they're tough to handle if you try to fight them both at once. Use your arm to flee back to the bow of the ship instead.

The Biomechs won't chase you onto the ship; they remain near the door to guard it. Bombard the Biomechs with frag grenades and any Tarantula ammo you've got left, working to eliminate one of them and simplify the fight.

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One Biomech is much easier to handle than two. Return to the platform near the energy door and finish off the remaining Biomech by dodging its leap attacks and then quickly delivering a zip kick to its back. Circle around the square objects to escape the Biomech as needed, and don't be afraid to flee back to the ship if you're ever badly injured.

Factory Outpost

The door the Biomechs were guarding leads into a large factory. BioReign soldiers have set up an outpost in here, and there are a lot of troops to deal with. If possible, reduce their numbers with a grenade or two before moving closer to finish them off. A well-timed Whip Spin can be of value here as well.

Hack the relay at the factory's opposite end to save your progress and disable the floating minefield ahead. Swing fast as you move through the area; more snipers are about.

Circle around the towers near the mines to discover another insignia to add to your collection.

Port Anderson III:
Insignia 4 of 7

Super Joe deploys another supply pod atop a different nearby oil tower. This pod's got a Bulldog; take the weapon and put it to good use against the air force Biomechs that speed into range.

CAUTION

This area is filled with snipers and enemy soldiers. Keep close to the supply pod to minimize your exposure.

Do as much harm to the Biomechs with the Bulldog as possible. If you run out of ammo or wish to conserve, use your Tungsten to shoot the Biomechs' hands while they power their energy projectiles instead. Then pepper their backsides when they spin around, stunned.

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TIP

Jump off the oil tower and grapple onto its side to dangle and avoid the Biomechs' energy attacks.

Destroy both air force Biomechs to banish another energy shield that's blocking your progress. With the area secure, swing from another broken pipe to claim the insignia that floats out in the open near the insertion pod tower.

Port Anderson III:
Insignia 5 of 7

You're all done here. Follow your nav point through a small warehouse that leads to Port Anderson's final area.

To the Oil Rig

You're nearly there—the oil rig extraction site lies just ahead. Swing over to the nearby oil tower, where a supply pod has been deployed. Claim the SJMG from the pod and use it to kill the surrounding enemy guards on patrol.

Before rushing off to the rig, take a moment to search the roof of the warehouse you just passed through. An insignia lies hidden behind one of the solar panels up here.

Port Anderson III:
Insignia 6 of 7

Also, be sure you don't miss the area's final insignia, which sits hidden atop one of the oil towers in the vicinity.

Port Anderson III:
Insignia 7 of 7

All right, soldier; time to get out of here. Run along the giant pipe that stretches out to the oil rig, where Gibson awaits you with your evac chopper.

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Buraq Armada

You completed your mission in outstanding fashion and delivered the Carrion Device to Super Joe. Unfortunately, this has put the weapon right into the hands of the enemy! Gibson was playing you for a fool all along—he's working with Groeder and BioReign, and now they've got their hands on the FSA's ultimate weapon technology. Matters couldn't be worse, but there's still time to set things right.

Objectives

- Reach the first Buraq helicopter in the armada.

NOTE

There are no insignias to collect during this segment.

Flying High

Super Joe thought he'd dealt with you at the oil rig, but you've managed to hitch a ride on one of the Buraqs in his armada. You're now speeding through the sky, racing toward the heart of Ascension City. Grapple the control panel near the front of the aircraft and repeatedly tap the Arm Action button to rip off its protective shield, exposing the controls.

Once the shield is out of the way, grapple the Buraq's controls to take control of the vessel. Steer it toward the next Buraq ahead, speeding up to close the distance fast.

CAUTION

Enemy speeders will fly close and try to shoot your Buraq down. Don't waste time; move quickly from one Buraq to the next.

You're automatically disengaged from the Buraq's controls as you near the next Buraq ahead. Leap from your current Buraq, landing on the other. Grapple the aircraft if you like to ensure you don't fall.

Once again, use your arm to pull off the Buraq's protective shield, exposing its controls. Accelerate to catch the third Buraq, grappling onto it from beneath this time and then climbing up.

Work your way to the third Buraq's controls, manipulating them as before to reach the fourth Buraq. Jump on and steer the fourth Buraq into the fifth, which is the leader of the armada. Grapple onto the leading Buraq to pay a little surprise visit to Gibson and Groeder.

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Ash City

The midflight confrontation with Gibson and Groeder didn't quite go as planned. After being booted out of the Buraq, you've landed back in Ascension City and are not far from BioReign's massive construction platform. What a perfect opportunity to bring the mobile menace down.

Insignia Locations

1. Hovering high above the starting hole
2. Hidden behind some rocks near the elevator platform

Objectives

- Reach the constructor.

Back in the City

Climb out from the giant hole you've landed in and follow your nav beacon toward a car tunnel. You catch a glimpse of BioReign's base on the horizon and witness a Buraq touching down. It must be Groeder!

Before entering the tunnel, turn around and backtrack toward the hole you climbed out from. Spy an insignia floating high above the hole and swing from the street posts to snag it. Beware the nearby radiation clouds!

Ash City:
Insignia 1 of 2

Now return to the tunnel, which is packed with all manner of BioReign militants. Make good use of the many vehicles at your disposal, hurling them at groups of foes to wipe out several hostiles at once.

TIP

Swing out of the tunnel if things get too hot, and pick off any troops that give chase.

Elevator Outpost

The tunnel leads straight to the constructor. The base's elevator is down, but soldiers are ready to die to protect it. Oblige them by hurling grenades and picking shots at the soldiers from your elevated vantage.

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After securing the elevator site, drop down and search behind the boulders near the elevator to discover this area's other hidden collectible.

Ash City:
Insignia 2 of 2

Leap onto the giant elevator after securing the area. The lift activates, carrying you skyward toward vengeance.

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The Constructor

You've fought hard to reach BioReign's precious construction platform. Now comes the fun part: seeing how much damage you can do.

Objectives

- Disable the first cooling unit.
- Disable the second cooling unit.
- Disable the third cooling unit.
- Kill Groeder—kill him for good.

Insignia Locations

1. Atop the base's high central platform
2. Floating in the base's cylindrical center

Challenges to Complete

Name	Feat Required	Reward
The Constructor	Defeat the constructor.	White Matrix

Deconstructing the Constructor

The Buraq carrying Groeder cannot be reached until you've disabled the constructor. To do that, you must cut loose three of the mobile base's cooling units. All three are marked on your radar by nav beacons and they can be tackled in any order.

CAUTION

Don't get too close to the Buraq or electrical currents will jolt you to death.

TIP

If you're low on special weapon ammo, raid the trio of supply pods near one of the cooling units (use your radar to track them down).

Before rushing off to disable any of the cooling units, grapple up to the top of the constructor's central platform and swipe an insignia that's hovering up here.

The Constructor:
Insignia 1 of 2

The constructor's other insignia is a riskier grab. Carefully drop and grapple your way down into the base's cylindrical center, landing on a tiny ledge near the collectible. Leap out and snatch the goodie, then quickly spin and grapple back up to safety before falling too far into the radiation below.

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The Constructor: Insignia 2 of 2

All right, on to business. Each cooling unit is guarded by numerous soldiers backed by either an air force Biomech or Polycraft. If you see a Biomech, remain elevated where the soldiers can't fire on you and bring the brute down in the usual fashion: Shoot its hands while it's readying an energy attack and then pelt its backside after it spins around.

NOTE

The Polycraft defends the cooling unit near the supply pods, but it doesn't appear until after you've bested the unit's guards. Wield the Bulldog against the Polycraft for an easy fight.

With the Biomechs out of the way, simply pick off the remaining troops from an elevated perch. Or just dive in with a Death from Above attack and flatten the soldiers in one swift attack.

Secure each coolant site, then latch onto the nearby coolant controls (marked by a nav beacon). Rip out the controls to unhinge the cooling unit, sending it crashing down to earth. Repeat this until all three units have been disabled, crippling the construction platform.

Showdown with Groeder

You're finally able to confront Groeder after disabling the three cooling units. Collect an SJMG from the supply pods and then approach the Buraq landing pad.

First things first: Don't grapple Groeder. He'll just reel you in and smack you. Circle around the madman instead, waiting for him to unleash one of his two primary attacks.

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Groeder always glows either purple or white for a moment before attacking. Get ready to jump if you see him glow white: For this attack, Groeder leaps into the air and comes crashing down at you, creating a shockwave that will hit you even if Groeder himself misses. Jump to one side just as Groeder is about to land to avoid the attack.

It takes Groeder a few seconds to recover after he misses you with his shockwave attack. Immediately grapple onto his back during this down time and let loose a fast zip kick to score damage.

NOTE

Groeder does not take time to recover if his shockwave attack lands. You must dodge the attack to counter.

Groeder's other attack isn't so easy to avoid. When you see Groeder begin to sizzle with purple energy, try using your evade maneuver to sidestep the forthcoming attack. Groeder bolts forward at shocking speed, ramming you for heavy damage if you don't evade. This one's tough to avoid, but don't worry: It won't kill you outright.

A swarm of construction drones arrives on the scene as the battle wears on, adding to the chaos. Don't worry too much about the drones; just keep moving to avoid their fire. Focus on dodging Groeder's attacks and scoring damage.

TIP

Swing underneath the landing pad when injured to flee from the mayhem and gain time to recover. The drones will chase you down there, but they aren't likely to harm you if you keep swinging.

Continue punishing Groeder with zip kicks until the madman finally falls. Spencer makes sure there won't be any coming back this time.

Challenge complete!
"The Constructor"

Reward received!
"White Matrix"

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The Vault

One villainous tyrant has been taken care of—now it's Gibson's turn to pay. Unfortunately, Super Joe has fled to a hardened FSA facility known as the Vault. You'll have a tough time fighting your way to him, but there's no way a traitor like Gibson is going to beat you.

Insignia Locations

1. On a high ledge above the starting clearing
2. On the ground behind some rocks near the cliff
3. Inside some crates near the matrix door (move the crates to reveal)

Objectives

- Get to the Vault.
- Finish off Super Joe and the Vulture army!

Valley of Death

The vault isn't far, but getting there won't be easy. A Biomech rushes you from the very get-go, and a second follows after you dispatch the first; grab weapons from the supply pods on the nearby hill and use them to pound the brutes with all speed.

After defeating both Biomechs, scale the surrounding cliffs to discover an insignia hidden atop a high ledge.

The Vault:
Insignia 1 of 3

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A vast number of soldiers have taken up defensive positions in the valley that follows, intent on keeping you out of the Vault. Don't hold back—raid the numerous supply pods and exploit the vast array of weapons at your disposal to quickly kill everything that moves.

TIP

You're nearing the end, so try to fulfill any outstanding challenges while you've got the weapons and enemies to do so.

Fight your way to the edge of the cliff at the far end of the enemy's encampment and search for another insignia behind some large rocks.

The Vault:
Insignia 2 of 3

With the area secure, approach the Vault entrance that the soldiers had been guarding—a white matrix door. You recently acquired white matrix clearance, so the door opens for you. Before heading inside, take a moment to toss aside the nearby stack of crates, exposing the area's final collectible.

The Vault:
Insignia 3 of 3

Storming the Vault

More supply pods greet you inside the Vault. Grab your weapon of choice (the Bulldog's a good pick) and head into a nearby control room to learn more about Spencer's tragic past.

Careful when exiting the control room: Several BioReign soldiers await you in the hall. A well-placed Bulldog grenade ends the fight in short order.

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Dash through the long corridor that follows, annihilating all resistance you encounter on your way toward Gibson. Obliterate whole teams of soldiers with grenades or by knocking some of the plentiful objects at them. Don't bother conserving ammo; you won't need it when you reach your destination.

The Final Battle

Super Joe awaits you at the heart of the Vault. The traitorous scum has donned a massive bionic suit: the product of Project Vulture, powered by the Carrion Device you helped him steal. This has gone far enough—Gibson must be stopped. You hitch a ride on his bionic armor as he soars into the sky.

The fight begins with you riding on the back of one of Gibson's countless Project Vulture soldiers. Watch for onscreen prompts and be quick to press the right buttons. Doing so rips off a portion of the soldier's suit—failure results in your demise.

The soldier shakes you off after you successfully damage his suit. Hold the Grapple button and latch onto another soldier as you fall past. It's a long way down if you don't grab on to someone!

Keep hold of the soldier as he throttles this way and that. You're eventually allowed to zip onto his back. Do so when you see the prompt, then follow the onscreen button commands to take out yet another Project Vulture soldier.

Repeat this sequence, tearing through soldiers until you at last reach Gibson. Then do the same to him. Don't relent until vengeance is yours at last.

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MULTIPLAYER

Think you've got what it takes to hang with the pros in online *Bionic Commando*? You'd better be sure! Here we provide practical multiplayer strategies, along with in-depth looks at each online battleground's unique features and layout. Skim this section for tips and info that'll help give you an edge over your bionic-enhanced peers.

TIP

Play through the entire single-player adventure before attempting *Bionic Commando* online. Spencer's mission eases you into the game's controls and swing mechanics, and will help familiarize you with the different brands of weaponry at your disposal.

General Tactics

Know Your Strengths

Multiplayer *Bionic Commando* can be a little overwhelming at first, so it's important to play to your strengths when you're getting started. For most, that involves locating easy-to-wield weapons, such as the Bulldog and HIKER, and just blasting away at every opposing player you see. There's no reason to overcomplicate things at first, so keep it simple until you're ready to start adding more advanced tools to your arsenal.

TIP

You can carry one of each weapon during multiplayer matches, so get comfortable using the inventory menu to select your tool of destruction—it's usually faster than cycling through all your options.

Master the Stages

Every multiplayer battleground has its own individual features and layout, and knowing where your favorite weapons are found—and how to reach them quickly—is vital if you want to achieve online dominance. Familiarity with health and armor locations is critically important as well. The more you play a stage, the more familiar you'll become with its unique design; check the stage overviews that follow for tips and advice, and spend time exploring each arena until getting where you want to go becomes second nature.

Exploit the Arm

As a bionic-enhanced operative, you do yourself a disservice if you don't use your arm to your advantage at all times. The bionic arm grants you an edge in both maneuverability

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and combat, helping you quickly navigate tough terrain, flee from danger, and locate new weaponry in a snap. Don't shy away from using the arm; master the fine arts of swinging, climbing, and attacking with it, blending all three together to develop yourself into an elite bionic operative.

TIP

Snatch weapons and pickups with the arm from range.

Stay Centered

The chaos of online battle can become overwhelming, but you mustn't lose sight of your priorities. Keep a cool head and remain aware of your targeting reticle at all times, keeping enemies and hook points centered within your sights. Stray bullets can kill, but well-aimed shots do the job a lot faster!

Flee and Heal

Dying is never fun, especially when your death only adds to your rivals' score. You respawn shortly after being killed in a multiplayer match, but you shouldn't let that make you careless; do your best to escape when you're wounded, swinging away to hunt for health and armor vests. Avoiding death can be just as important as killing your rivals!

NOTE

You must collect health pickups to restore your health during multiplayer matches—you don't recover over time like in the solo adventure. Grab armor vests as well to make yourself tougher to kill.

Match Types

Bionic Commando offers three multiplayer match types, each with its own rules:

Deathmatch: The standard multiplayer free-for-all. There are no teams here—it's every commando for him- or herself! Victory goes to the soldier who reaches the frag limit first, or to whoever owns the most kills when time expires.

Team Deathmatch: Exactly the same as a standard Deathmatch, except that all operatives are placed on one of two opposing teams. Each individual kill counts toward the team total, and victory goes to the group that reaches the frag limit first or finishes with the most kills when time expires.

Capture the Flag: A team-based match in which kills don't factor toward the win. Instead, each team must breach enemy territory to capture their rivals' flag, then carry it back to their base to score points. Flags are dropped when their carriers are killed but may be taken up by another player to continue the extraction effort. Teammates can touch their flag after it's been dropped to send it back to base.

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Deathmatch Stage Overviews

Knowledge is power, so let's take a look at each multiplayer stage's features, starting with those that are available for both Deathmatch and Team Deathmatch events.

Captain's Domain

This good-size stage is made up of tall factory buildings networked together by giant pipes. The whole place is built out at sea, so there's a constant risk of falling into the murky water below. Arm skills really pay off here; avoid this arena if you're still getting into the swing of things.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 1
HIKERs: 1
Bulldogs: 1
SJMGs: 1
Tarantulas: 1
Yelenas: 1

Avoid running along the pipes as much as possible; swing from beneath them instead to present a more challenging target.

Grab the Tarantula from atop the tallest factory, then drop down to score some adrenaline from the roof below. Now unleash the fury!

The Yelena sits on a rooftop near a small armor vest. This building is set apart from the main cluster of factories, so you isolate yourself when you head over here. Still, it's a fantastic place for snipers to hole up and pick off distant foes.

The SJMG is stashed inside a building across from the factory containing the Tarantula. There's a HIKER on the rooftop above, and a large armor vest sits on the platform above that. There are also plenty of health pickups below, making this a good area to hang out around.

The Bulldog lies in the middle of the area—grab it each time you pass by to gain some worthy firepower.

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Crumble

Crumble is a tight arena filled with fire and radiation hazards that can spell disaster for the unwary. A fallen skyscraper dominates the map's center.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 1
HIKERs: 0
Bulldogs: 2
SJMGs: 1
Tarantulas: 0
Yelenas: 1

The SJMG sits atop a red neon Hotel sign that's attached to a collapsed building at one end of the arena. Leap from the top of the central fallen building or swing from its underside to get up there quickly.

A large armor vest lies atop the central fallen building, along with two small health pickups. Drop through the hole in this building to quickly return to the street below if you like, but watch out for the deep water down there.

While dropping through the hole in the central building, grab three small health pickups and an adrenaline boost that temporarily increases your attack power.

TIP

Use your arm to quickly snatch the adrenaline as you plummet.

There's a Bulldog down on the street, in a nook beneath the central fallen building. In another nearby nook sits a small armor vest. Grab both to gain some serious firepower and extra damage resistance.

Another Bulldog is high up on a rocky cliff near the large armor vest. Make a circuit between the two Bulldogs to maintain ammo, grabbing armor vests when available and swiping the adrenaline boost each time you drop through the hole in the building.

The Yelena sits on a high ledge at the opposite end of the arena from the SJMG—grab it and then quickly pick shots at rivals near the central building.

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Eight Bit

If you like vertical environments, then this is the stage for you. It is set atop tall skyscrapers on a remote island, and sound grappling skills are a must if you want to get around without plunging into the water below. Many weapons and valuable pickups are placed atop tall, narrow platforms; use your arm to snatch them as you dive and swoop past.

Large Armor Vests: 1
Small Armor Vests: 2
Adrenaline Pickups: 0
HIKERs: 2
Bulldogs: 1
SJMGs: 0
Tarantulas: 1
Yelenas: 1

The Yelena can be wielded to great effect here, but it's located on an isolated platform that's tough to reach. Swing from the spotlight sticking out from the nearest building to reach it.

You can easily grab a HIKER from the roof across the stage from the Yelena, and numerous health pickups are close by. Another HIKER sits on the ground near the bottom of the arena.

A Bulldog sticks out from the side of the building with the HIKER on its roof—use your arm to quickly snatch it. There's a small armor vest on a narrow nearby platform as well.

A large armor vest sits atop the tall narrow platform in the arena's center. Try reaching out and grabbing it with your arm when you swing past.

TIP

Leap from the tops of tall buildings and walkways, and you can easily grab the large armor vest as you drop past. Just be quick to grapple something solid and swing away afterward!

The yellow building near the Yelena has multiple health pickups on its roof. The Tarantula, which can be a devastating weapon here at Eight Bit, is located on one of its side platforms.

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Elevation!

The action unfolds on the rooftops of giant skyscrapers in this good-size arena, but it's less of a vertical environment than you might expect. Still, with so much radiation blanketing the buildings, the risk of miscalculating a leap and plummeting to your death is very real here. Health pickups are somewhat scarce, so load up on armor at every chance.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 1
HIKERs: 2
Bulldogs: 2
SJMGs: 1
Tarantulas: 1
Yelenas: 1

There's a large armor vest atop one of the roofs. After grabbing it, you can swing from one of the nearby trees to reach a Bulldog on the building across the way.

After nabbing the Bulldog, circle back to the large armor vest by crossing a walkway and leaping to your right. On your way you'll collect an SJMG from the roof below the building holding the large armor vest.

This stage features an adrenaline pickup at its center, and two large health pickups sit on an overhead walkway. Expect lots of traffic around here!

A Yelena sits atop a roof at one side of the arena. Swing straight across the stage to find a Tarantula on the irradiated roof opposite from the Yelena. Both weapons can cause extreme chaos in this wide environment.

Another Bulldog and a HIKER are on the opposite half of the stage from the large armor vest and SJMG. Swing past the adrenaline pickup to get there, or take the longer route by looping around past the Yelena, nabbing a small armor vest from an elevated walkway as you go.

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Grinhouse

Grinhouse is a tight, balanced arena that combines outdoor action with intense indoor firefights. Damage is dealt quickly here, so exploit the many health pickups and armor vests to remain in the fight.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 1
HIKERs: 1
Bulldogs: 1
SJMGs: 1
Tarantulas: 1
Yelenas: 1

The ruined highway overpass sports a Tarantula and adrenaline booster, and there's a large health pickup inside the broken skybridge that sticks out from a nearby building. Expect lots of action around the highway!

A Yelena and a HIKER sit on a lower road near the ruined highway. Both weapons can be wielded to great effect here at Grinhouse.

The SJMG also rests on the ground below the highway. Its versatility makes the SJMG a good all-purpose weapon here.

Enter one of the arena's two buildings through a hole in its side to find loads of health pickups inside. The confines of the building make it a great place to hang out with a Bulldog or HIKER, especially if snipers are giving you grief outside.

Scale the building you can enter to find a small armor vest and Bulldog on its roof. Might as well grab these before heading inside!

A large armor vest sits atop the stage's other building (the one that can't be entered). Hang out up here with a Tarantula or Yelena and pick off rivals from on high.

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Highway

Highway is a midsize area with lots of open ground and very few hazards to worry about, making it a good stage for beginners to start with. Most health pickups hover below the highways; they can be tricky to grab, however, so take full advantage of armor.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 0
HIKERs: 2
Bulldogs: 0
SJMGs: 1
Tarantulas: 1
Yelenas: 0

Most health pickups float below the highways, so swing beneath them whenever you're badly injured. This is also the fastest and safest way to maneuver through the stage.

A small armor vest sits not far from an SJMG at the far end of one stretch of highway. With all those barricades and the SJMG, this is a good place to hunker down and blast away.

There's a HIKER at the far end of the tallest stretch of highway, and a large armor vest sits on the neighboring highway next to a pair of small health pickups. Grab that armor vest and health at every chance to gain an advantage.

The mighty Tarantula awaits on the ground below the small armor and SJMG—the weapon of choice weapon here at Highway. There's another HIKER on the ground not far from this position.

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Island

Island is a large arena with lots of buildings to leap and swing around. The layout can be a bit overwhelming at first, so let's review the stage's major features.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 1
HIKERs: 2
Bulldogs: 2
SJMGs: 1
Tarantulas: 1
Yelenas: 1

A HIKER and a large armor vest are next to one another on one of the shorter buildings' rooftops. There's another HIKER in this stage as well—it sits on the ground at the end of a broken street.

One of this stage's two Bulldogs lies on a roof above the HIKER and large armor vest, making this a good area to hang out around. Island's other Bulldog is found atop the crumbling highway.

Cross the highway to find an adrenaline booster at its opposite end from the HIKER. Claim the adrenaline as often as you can to rack up those frags in short order.

TIP

Swing beneath the highway when going for the adrenaline for excellent cover.

A Yelena sits on high atop one of the two tallest skyscrapers—a perfect vantage from which to pick off foes below. The other skyscraper sports an SJMG and a small armor vest.

The Tarantula lies inside the building with the SJMG on its roof. Drop down and swing through the building to claim this devastating weapon after looting the rooftops.

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The Midway

Here's a very small and very vertical stage that's surrounded by deadly water. The entire arena is basically just one building set atop a tiny island, so expect frantic and messy battles to unfold here.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 0
HIKERs: 1
Bulldogs: 1
SJMGs: 1
Tarantulas: 0
Yelenas: 1

A HIKER sits along the tram station that's built into the side of the building. There are numerous health pickups and a small armor vest nearby as well, so swing around the station whenever you need to heal and armor up.

There's a Yelena atop the tram station building, but this bite-size stage isn't well suited to snipers. Still, the weapon is extremely powerful, and shots from the hip can be quite deadly if your aim is true.

A Bulldog, SJMG, and large armor vest are placed along the base of the building. Cut through the structure to quickly grab them all.

Large health pickups float among the toppling tram rails that surround the station, but they are dangerous to go after, as a slight miscalculation can lead to drowning.

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Slipped

Slipped is a smaller stage with few health pickups and no explosive weaponry. Snipers often have the edge here due to the weaponry constraints. Keep moving and grab lots of armor to stay alive.

Large Armor Vests: 1
Small Armor Vests: 0
Adrenaline Pickups: 0
HIKERs: 2
Bulldogs: 0
SJMGs: 1
Tarantulas: 0
Yelenas: 1

Find a HIKER on a grassy ledge near the base of a red-brick building, next to two small health pickups. There's another HIKER near the base of the yellow building on the opposite side of the ruined highway.

An SJMG lies at the lower end of the broken highway. Visit the highway's opposite end to spy a Yelena on a nearby ledge.

A large armor vest sits on the ground beneath the highway; drop down to get it with a Death from Above move so that anyone else moving toward the armor vest is sent flying.

Large health pickups float beneath the highway. Try performing the Leap Up maneuver to grab them; you may find it easier than swinging through.

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Train Station

As you might expect, this arena resembles a large indoor train station. The main area is both large and open, leaving few hiding places. Keep moving, grab armor vests, and exploit the stage's adrenaline pickup to punish your rivals.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 1
HIKERs: 2
Bulldogs: 1
SJMGs: 1
Tarantulas: 0
Yelenas: 1

A small armor vest sits on the ground at one end of the station. Cross the area to find a large armor vest tucked away inside a tunnel at the station's opposite end. Check for these often and try not to let your rivals benefit from them.

Scale the rafters to claim an adrenaline booster from the higher walkways above the small armor.

Drop from the adrenaline pickup's platform to find a Bulldog on the walkway below—a great weapon for this environment. Swipe it and let the fragging commence.

Find a HIKER on an elevated walkway across the station from the Bulldog—it's a sound weapon to wield when moving through the station's tunnels. There's another HIKER on the ground floor near the stairs.

After nabbing the large armor vest, explore the rest of the tunnel to discover some health pickups and an SJMG.

Explore the other side of area (opposite from the SJMG) to discover another tunnel near a large health pickup. The tunnel leads to a Yelena that can ensure a swift victory when used with skill here.

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Vegetation Nation

This good-size stage is similar to Train Station because it's also set within a large, enclosed area. Vegetation Nation features more walkways and platforms, however, and there's deep water at the bottom you can drown in if you're careless or unlucky. Plentiful health pickups, limited weaponry, and a straightforward layout make this another good stage for beginners.

Large Armor Vests: 1
Small Armor Vests: 0
Adrenaline Pickups: 0
HIKERs: 1
Bulldogs: 1
SJMGs: 1
Tarantulas: 0
Yelenas: 1

The lowest walkway sports an SJMG and numerous small health pickups. There's a large health pickup at the walkway's far end.

Follow the lower walkway to discover a side room with more small health pickups and a Yelena, which can be very effective here.

The second-tier walkway features more health pickups and a Bulldog at its far end—the weapon of choice for most players here.

Visit the highest walkway often to nab the large armor vest, but expect others to do the same. You will also find a HIKER and more health pickups up here.

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Vertigo

As its name suggests, battles waged at Vertigo occur high atop tall skyscrapers, where there's a constant risk of falling to a swift demise.

Large Armor Vests: 1
Small Armor Vests: 1
Adrenaline Pickups: 0
HIKERs: 1
Bulldogs: 1
SJMGs: 1
Tarantulas: 0
Yelenas: 1

Vertigo's tallest height is the roof that sticks up from the center of the arena. Up here you'll find a large health pickup and a good vantage from which to fire on foes below.

A Yelena sits all by its lonesome on a high rooftop and can be a difference maker when used with skill here. There's a small health pickup near the Yelena.

Drop from the roof holding the Yelena roof to grab a large armor vest from the area below, gaining some much-needed protection. As always, it pays to check for this armor vest often.

A Bulldog sits next to a cluster of small health pickups at the stage's lower area, and the SJMG is close by as well. Both weapons are fantastic here at Vertigo.

The rooftop opposite from the Yelena features a small armor vest, and the elevated walkway above sports a trio of small health pickups. You can also quickly grapple up to the highest roof from here to nab the large health pickup up there; this is a good area to visit when you're in need of health and armor.

A HIKER hangs out near several health pickups on one of the lower rooftops, not far from the small armor. It's a suitable weapon given the relatively small size of this stage.

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Capture the Flag Stage Overviews

Now let's take a look at the arenas that are specially designed for Capture the Flag matches.

NOTE

All Capture the Flag arenas are symmetrical to ensure that neither team starts with a territorial advantage.

Industrial

In this unique Capture the Flag arena, two identical cargo ships float side-by-side out at open sea. Each team "owns" one of the ships and must breach the other team's vessel to steal their flag and carry it home.

Large Armor Vests: 2
Small Armor Vests: 2
Adrenaline Pickups: 0
HIKERs: 4
Bulldogs: 2
SJMGs: 2
Tarantulas: 0
Yelenas: 2

Each team's flag is housed within their ship's interior cargo hold. You'll also find a HIKER, a large armor vest, and lots of health in the holds—a perfect combo for defending players to exploit.

TIP

Since you can only enter the ships' cargo holds by dropping in, you might as well perform a Death from Above and enter in style. Then grab that flag and get the heck outta there!

Explore the main deck of either ship to find a Bulldog, HIKER, and large health pickup at one end. There's nothing of interest at the opposite end of the deck.

Scour the upper walkways around the ships' cabins to discover an SJMG, a small armor vest, numerous small health pickups, and a Yelena, which is a must-have weapon for topside defenders.

Take a Yelena to your ship's crow's nest and use it to pick off enemies on the opposing craft. This is a great way to stop rivals from chasing after your flag carriers as they flee the enemy vessel.

Swinging along the sides of the enemy's ship is a good way to sneak onto it without over-exposing yourself—just don't fall into the wet stuff!

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Rumble in the Ravine

This large Capture the Flag arena is a rocky chasm similar to the Fissure stages from Spencer's adventure. Water fills the basin, making it dangerous to fall. Those lacking solid arm skills need not apply!

Large Armor Vests: 2
Small Armor Vests: 2
Adrenaline Pickups: 1
HIKERs: 2
Bulldogs: 2
SJMGs: 2
Tarantulas: 2
Yelenas: 2

The flags are set atop high ledges at opposite ends of the ravine. A HIKER, several health pickups, and a small armor pickup are placed about the nearby ledges, helping defenders dig in and prepare for inbound rivals.

The many side ledges make this an excellent stage for snipers to showcase their skills. Near each team's Yelena you'll find a large armor vest, and on nearby ledges you'll score large health pickups and an SJMG.

At the chasm's halfway point, two Bulldogs rest on opposite ledges. On dry land below them sits an adrenaline pickup. Whichever team is successful in controlling this volatile central region is likely to gain the advantage.

If the Bulldogs aren't enough firepower for you, or if you'd just like to reduce your exposure, check the walls on each side of the ravine near the Bulldogs to find shallow caves leading to Tarantulas. Put all this explosive firepower to good use and don't let any rivals through this central area.

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Scorched Earth

Here's a compact Capture the Flag arena that boasts plenty of weapons to ensure maximum havoc. The terrain is somewhat difficult, giving an edge to those with advanced arm skills.

Large Armor Vests: 2
Small Armor Vests: 2
Adrenaline Pickups: 1
HIKERs: 4
Bulldogs: 2
SJMGs: 2
Tarantulas: 2
Yelenas: 2

A small armor vest and SJMG sit near each team's flag, allowing defenders to quickly gear up for what's to come.

Below the flag zones are grassy ledges with HIKERs and large health pickups. It's important to defend these lower ledges, as rivals can sneak through them and then grapple up to snatch your flag from behind.

There's another HIKER on a ledge near each team's flag, along with a couple of small health pickups. Defending players, take notice!

A Tarantula lies deep in the watery basin near each team's flag. These weapons can be extremely effective here, but going after them is risky because you're somewhat of an easy mark when grappling back out of the pit.

TIP

Defending players should grab Tarantulas; they can use them to blast rivals from behind after they steal the flag and start to run.

There are Yelenas on the ledges below the fallen overpass, along with several small health pickups. Check the ledges above for large armor vests.

Bulldogs are placed at either end of the central tunnel, ensuring lots of carnage. The tunnel is also lined with health pickups and sports an adrenaline pickup in the middle, so expect this to be a hot zone!

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Subsurface

Subsurface is a large arena set within a giant cavern. The environment is very arm-friendly, allowing you to swing from the ceiling and many rocky outcroppings. Plentiful ledges allow snipers spots to hunker down and pick shots at exposed foes.

Large Armor Vests: 1
Small Armor Vests: 2
Adrenaline Pickups: 0
HIKERs: 2
Bulldogs: 2
SJMGs: 2
Tarantulas: 2
Yelenas: 2

There's a small armor vest and a few health pickups near each team's flag, helping defenders beef up for the task at hand. Defending the flags can be tricky here as they're very easy to approach.

TIP

Take the low road and swing along the water's surface to reach your rival's flag with minimal exposure.

The cliffs overlooking each team's flag sport health pickups and an SJMG, and also make for good positions for defenders to hole up and rain death on would-be flag snatchers.

The path leading toward each team's flag features a Tarantula. A HIKER sits atop a higher ledge close by. Both are capable weapons of destruction here at Subsurface.

The map opens up at the center; its rocky ceiling gives way to daylight. Here you find Bulldogs, Yelenas, and a large armor vest that sits on the ground in the center. Stay mobile when traveling through here or expect to be gunned down quickly. Keep low and swing along the lower trail to slip through with minimal exposure.

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APPENDICES

Welcome to our *Bionic Commando* knowledge base. These last few pages of the guide reveal all game secrets, challenges, rewards, collectible locations, secrets, and trophies—so stop reading if you don't want to know about this stuff!

BCR Secrets

Bionic Commando features three special unlockables that are tied to *Bionic Commando Rearmed*—a recently released 2D action game that you can download from the Xbox Marketplace or PlayStation Store. To unlock these special extras, purchase *Bionic Commando Rearmed* and download it to your console, then complete the actions described in the following sections. Afterward, visit the Extras menu in *Bionic Commando* and toggle the following secrets on and off as you like.

Retro Skin

How to Unlock: Download and install *Bionic Commando Rearmed* on your system.

Effect: Unlocks the original *Bionic Commando* outfit for Spencer.

Prototype Weapon

How to Unlock: In *Bionic Commando Rearmed*, collect a special albatross icon during the last phase of the albatross level.

Effect: Unlocks a special weapon that replaces Spencer's standard-issue Tungsten sidearm.

Purple Matrix

How to Unlock: In *Bionic Commando Rearmed*, collect all yashichis, travel to Area00, and collect a special purple pickup.

Effect: Unlocks the purple matrix access code, which Spencer can use to open the purple matrix door in the "Fissure I" stage.

Purple Matrix Door

Remember that strange purple door you noticed while swinging through the "Fissure I" stage, the one you couldn't open? After you acquire the purple matrix code that lets you in, either play through the adventure again or simply choose the "Level Jump" option from the main menu to quickly revisit the "Fissure I" stage. If you return to the purple matrix door, you'll be able to open it.

Challenges and Rewards

Use these checklists to keep track of the challenges you've beaten and the rewards they unlock. Work diligently at beating challenges and you'll gain their valuable rewards early on.

Challenges

Challenge Name	Feat Required	Rewards	How to Unlock	Completed?
Blood Trial	Kill 10 grunts.	Hip Shot; new challenge	Progress through Ascension City Downtown I.	☐
Close Up	Shoot an enemy while zoomed in.	Precision	Progress through Ascension City Downtown I.	☐
First Swing	Perform a swing.	New challenge	Complete the tutorial.	☐
Swinger	Complete three consecutive swings to complete the challenge.	None	Complete the tutorial.	☐

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Challenges

Challenge Name	Feat Required	Rewards	How to Unlock	Completed?
Kick in the Back	Perform two zip kicks on an enemy to complete the challenge.	None	Complete the tutorial.	☐
Hand-to-Hand	Kill a grunt in hand-to-hand combat.	Light Armor	Complete the tutorial.	☐
Reel In	Reel in three times to complete the challenge.	None	Complete the tutorial.	☐
Leap Up!	Perform a Leap Up to complete the challenge.	None	Complete the tutorial.	☐
Speed Swinger	Complete five consecutive max-momentum swings to complete the challenge.	New challenge	Complete "Swinger" challenge.	☐
Monkey Man	Swing longer than 30 meters without touching anything to complete the challenge.	None	Complete "Speed Swinger" challenge.	☐
Train Block!	Pull down the vehicle that is blocking your way.	New challenge	Progress through Ascension City III.	☐
Train Wreck	Pull down three train cars to complete the challenge.	None	Complete "Train Block!" challenge.	☐
Slayer	Kill 25 grunts.	Two new challenges	Complete "Blood Trial" challenge.	☐
Kaboom	Use a grenade to kill one grunt.	Ammunition Upgrade 1; new challenge	Acquire and equip a frag grenade.	☐
Nemesis	Kill 350 grunts.	None	Complete "Slayer" challenge.	☐
Headshot Bonanza	Kill 50 grunts with headshots.	None	Complete "Slayer" challenge.	☐
The Turn	Kill four grunts with a single grenade.	Grenadier; new challenge	Complete "Kaboom" challenge.	☐
Two Hit Wonder	Kill two grunts with a single HIKER shot.	In Your Face; new challenge	Acquire the HIKER.	☐
Drive By	Kill three grunts while swinging.	Sledgehammer; new challenge	Complete "Two Hit Wonder" challenge.	☐
Incoming!	Perform a successful Death from Above on an enemy.	Ammunition Upgrade 2; new challenge	Progress through Ascension City Downtown V.	☐
The Bold Approach!	Hit one Biomech with a single Death from Above.	New challenge	Progress through Ascension City Downtown V.	☐
Fair Fight!	Defeat one Biomech.	Faster Reload 1; new challenge	Progress through Ascension City Downtown V.	☐
Worthy Foe	Kill three Biomechs in hand-to-hand combat.	The Bullet Hoser	Progress through Ascension City Downtown V.	☐
Jabber Man	Kill 10 grunts in hand-to-and combat.	New challenge	Complete "The Bold Approach!" challenge.	☐
Cracker	Defeat five Biomechs.	New challenge	Complete "Fair Fight" challenge.	☐
Feel the Beat, Y'all!	Kill 30 grunts in hand-to-hand combat.	Bionic Armor	Complete "Jabber Man" challenge.	☐
The River	Kill five grunts with a single grenade.	Master Blaster	Complete "The Turn" challenge.	☐
Barrage	Perform a Death from Above on three enemies sat the same time.	New challenge	Complete "Incoming!" challenge.	☐
Anti-Air Measures!	Destroy one Polycraft.	Hollow Point; new challenge	Progress through Trent Industrial District III.	☐
Torn into Pieces	Destroy one Polycraft in the air.	None	Progress through Trent Industrial District III.	☐
Man Locked Up	Use the Tarantula's lock-on ability to kill one infantry unit.	Four the Win!; two new challenges	Acquire the Tarantula.	☐
Poly Cruncher	Destroy 10 Polycraft.	None	Complete "Anti-Air Measures!" challenge.	☐
Rocket Man	Use the Tarantula to kill 10 enemies.	None	Complete "Man Locked Up" challenge.	☐
Air to Surface	Use the Tarantula to kill six enemies while swinging.	None	Complete "Man Locked Up" challenge.	☐
Receiving End	Throw an object at an enemy.	New challenge	Progress through Fissure II.	☐
The Pinball Effect	Kill two enemies with one Throw.	Two new challenges	Complete "Receiving End" challenge.	☐

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Challenges

Challenge Name	Feat Required	Rewards	How to Unlock	Completed?
Pull!	Kill an airborne enemy with a Throw attack.	None	Complete "The Pinball Effect" challenge.	☐
The Pitcher	Kill 50 enemies with the Throw attack.	None	Complete "The Pinball Effect" challenge.	☐
Stroke of Luck	Kill one enemy by using the Bulldog.	Two new challenges	Acquire the Bulldog.	☐
Let the Dog Out	Kill three grunts with one Bulldog shot.	Firestorm; new challenge	Complete "Stroke of Luck" challenge.	☐
Explosive Delivery	Kill two grunts with the Bulldog while swinging.	Reloaded	Complete "Stroke of Luck" challenge.	☐
Biomech Sweeper	Defeat 15 Biomechs.	None	Complete "Cracker" challenge.	☐
Out of the Bush	Destroy the Buraq.	Blue Matrix; Six Shooter	Progress through FSA Monument Building.	☐
Shellshock	Perform a Death from Above on five enemies at the same time.	None	Complete "Barrage" challenge.	☐
Whoo-paah!	Kill one grunt with a Whip Spin attack.	Super Charges; new challenge	Progress through Fissure III.	☐
Spence Is in the Air	Finish off a Polycraft with an adrenaline finishing move.	None	Progress through Fissure III.	☐
Come Out and Play	Finish off a Biomech with an adrenaline finishing move.	Medium Armor	Progress through Fissure III.	☐
Lash Out	Kill four grunts with one Whip Spin attack.	New challenge	Complete "Whoo-paah!" challenge.	☐
Crowd Control	Kill six grunts with one Whip Spin attack.	New challenge	Complete "Lash Out" challenge.	☐
Go to Heaven	Kite a grunt and kill him in the air.	New challenge	Progress through Saints' End Station.	☐
Bulldog's Eye	Kill two grunts from 120 meters with one Bulldog grenade.	Sharpshooter Calm	Complete "Let the Dog Out" challenge.	☐
Can You Dig It?	Defeat the Mohole.	No Clipping; Red Matrix	Progress through The Mohole.	☐
Whip 'Em Good	Kill 50 grunts by using the Whip Spin attack.	None	Complete "Crowd Control" challenge.	☐
The Constructor	Defeat the Constructor.	White Matrix	Progress through The Constructor.	☐
Down to Earth	Kite a grunt and pull him down on another grunt.	New challenge	Complete "Go to Heaven" challenge.	☐
Shoot 'Em Up!	Use the Kite ability on 15 grunts and kill them in the air.	Faster Reload 2	Complete "Down to Earth" challenge.	☐

Rewards

Name	Effect	How to Get	Got It?
Precision	The bullet spread of the Tungsten is decreased when zoomed in.	Complete "Close Up" challenge.	☐
Hip Shot	The quick shot accuracy for the Tungsten has been increased.	Complete "Blood Trial" challenge.	☐
Light Armor	Your maximum health has been increased (upgrade 1 of 3).	Complete "Hand-to-Hand" challenge.	☐
Rip	You now have the ability to pull down certain objects.	Progress through Ascension City Downtown III.	☐
Ammunition Upgrade 1	The ammo capacity for the Tungsten has been increased (upgrade 1 of 2).	Complete "Kaboom" challenge.	☐
In Your Face	The rate of fire of the HIKER has been increased.	Complete "Two Hit Wonder" challenge.	☐
Death from Above	You can now perform the Death from Above move. The shockwave stuns enemies.	Progress through Ascension City Downtown V.	☐
Faster Reload 1	The Yelena now has decreased reload time (upgrade 1 of 2).	Complete "Fair Fight!" challenge.	☐
Ammunition Upgrade 2	The ammo capacity for the Tungsten has been increased (upgrade 2 of 2).	Complete "Incoming!" challenge.	☐
Punch Up	You can now punch and smash objects.	Progress through Trent Industrial District II.	☐
Master Blaster	You can now carry one additional grenade.	Complete "The Turn" challenge.	☐

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Rewards

Name	Effect	How to Get	Got It?
Sledgehammer	The damage of the HIKER has been increased.	Complete "Drive By" challenge.	☐
Green Matrix	You've acquired the green matrix. Now you can open green matrix doors.	Progress through Trent Industrial District II.	☐
Hollow Point	The damage of the Tungsten has been increased (upgrade 1 of 2).	Complete "Anti-Air Measures!" challenge.	☐
Four the Win!	The Tarantula can now lock on to four targets simultaneously.	Complete "Man Locked Up" challenge.	☐
Grenadier	You can now carry one additional grenade.	Complete "The River" challenge.	☐
Throw	You can now kite and throw enemies and objects.	Progress through Fissure II.	☐
Bionic Armor	Your health has been increased (upgraded 3 of 3).	Complete "Feel the Beat, Y'all!" challenge.	☐
Blue Matrix	You've acquired the blue matrix. Now you can open blue matrix doors.	Complete "Out of the Bush" challenge.	☐
Six Shooter	The Tarantula can now lock on to six targets simultaneously.	Complete "Out of the Bush" challenge.	☐
Whip Spin	You can now perform a Whip Spin by using adrenaline.	Progress through Fissure III.	☐
Push the Button	You now have the ability to finish off most enemies with just one attack, if executed at the right time and place.	Progress through Fissure III.	☐
Super Charges	The damage of the Tungsten has been increased (upgrade 2 of 2).	Complete "Whoo-paah!" challenge.	☐
Reloaded	The Bulldog now has decreased reload time.	Complete "Explosive Delivery" challenge.	☐
Firestorm	The grenades for the Bulldog now have a greater blast radius.	Complete "Let the Dog Out" challenge.	☐
No Clipping	The ammo capacity for the SJMG has been increased.	Complete "Can You Dig It?" challenge.	☐
Red Matrix	You've acquired the red matrix. Now you can open red matrix doors.	Complete "Can You Dig It?" challenge.	☐
White Matrix	You've acquired the white matrix. Now you can open white matrix doors.	Complete "The Constructor" challenge.	☐
Sharpshooter Calm	Your shooting improves.	Complete "Bulldog's Eye" challenge.	☐
Faster Reload 2	The Yelena now has decreased reload time (upgrade 2 of 2).	Complete "Shoot 'Em Up!" challenge.	☐

Collectibles Checklist

Use this checklist to help you track down and keep tabs on the many collectible insignias hidden throughout the game. Collect every hidden insignia to unlock some awesome *Bionic Commando* artwork at the Extras menu!

Collectibles

Stage	Location	Got It?
Ascension City Downtown I	Near the first enemy grunt	☐
Ascension City Downtown I	Atop the stairs with the ammo pickup	☐
Ascension City Downtown I	In a dark corner after the lights go out	☐
Ascension City Downtown I	Behind a vending machine past the skybridge	☐
Ascension City Downtown I	Near the last set of stairs	☐
Tutorial	Near the relay	☐
Tutorial	In the "Rip" lesson room	☐
Tutorial	In the "Death from Above" lesson room	☐
Tutorial	In the "Punch Up" lesson room	☐

Collectibles

Stage	Location	Got It?
Ascension City Downtown I - Continued	Floating high among the street signs	☐
Ascension City Downtown II	Hovering just above the first street	☐
Ascension City Downtown II	Near the large radiation hole, near the fire	☐
Ascension City Downtown II	Near the broken tram rail	☐
Ascension City Downtown II	On a high ledge above the car tunnel	☐
Ascension City Downtown III	Hovering near the tram rail near the first relay	☐
Ascension City Downtown III	In a darkened room inside building with the stuck tram car	☐
Ascension City Downtown III	Beneath the shattered overpass after exiting the building	☐

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Collectibles

Stage	Location	Got It?
Ascension City Downtown III	Inside a hanging tram car (rip down the car to reveal it)	☐
Ascension City Downtown III	Atop a tall tram rail support beam	☐
Ascension City Downtown IV	Out in the open near a tram car	☐
Ascension City Downtown IV	Floating amid the initial minefield	☐
Ascension City Downtown IV	Near a building with a big hole in its side	☐
Ascension City Downtown IV	Atop a building near the final relay	☐
Ascension City Downtown IV	Floating in the distance beyond the final minefield	☐
Ascension City Downtown V	Inside the first building you can enter, at the top of the stairwell.	☐
Ascension City Downtown V	On roof near where the Death from Above ability is recalled	☐
Ascension City Downtown V	Near the relay on a lower ledge	☐
Ascension City Downtown V	Near the first set of mines	☐
Ascension City Downtown V	Atop the car tunnel near the Biomechs	☐
Ascension City Downtown V	Atop the bank near the Biomechs	☐
Ascension City Downtown VI	In a side alley on the left while approaching the first sniper building	☐
Ascension City Downtown VI	Inside the first sniper building	☐
Ascension City Downtown VI	Floating on high between the first two snipers	☐
Ascension City Downtown VI	Sitting atop a broken skybridge between two buildings	☐
Ascension City Downtown VI	Floating below the ruined highway	☐
Trent Industrial District I	Underwater near a crate near the start	☐
Trent Industrial District I	Hovering near the first few snipers	☐
Trent Industrial District I	On the walkway of the third sniper's tower	☐
Trent Industrial District I	Inside a broken pipe near a sniper	☐
Trent Industrial District I	Floating near the roof where the insertion pod lands	☐
Trent Industrial District II	Inside the warehouse, hovering on the top floor	☐
Trent Industrial District II	Inside the warehouse, above the ceiling grating	☐
Trent Industrial District II	Hovering near a crane arm during the final outdoor stretch	☐
Trent Industrial District III	Atop the building across from the insertion pod	☐
Trent Industrial District III	Inside a hanging tram car (rip the car down to reveal it)	☐
Trent Industrial District III	Atop the first building guarded by enemy soldiers	☐
Trent Industrial District III	Hovering near the building with the large hole in its side	☐
Trent Industrial District III	Inside the building, in a dark corner	☐
Trent Industrial District III	On a rooftop near the downed recon plane	☐
Trent Industrial District III	Floating on high near the Polycraft ambush site	☐

Collectibles

Stage	Location	Got It?
Trent Industrial District III	Hovering amid the final minefield	☐
Trent Industrial District IV	Atop a building near the start	☐
Trent Industrial District IV	Atop a ruined highway near the start	☐
Trent Industrial District IV	Floating near the relay site	☐
Trent Industrial District IV	Atop a remote building visible from the relay site	☐
Trent Industrial District IV	Floating amid the final minefield	☐
Trent Industrial District IV	Sitting behind some rocks near the shed at the area's end	☐
Fissure I	On a sunny ledge above the starting point	☐
Fissure I	Floating in the long vertical shaft near the start	☐
Fissure I	In a nook near sunlight in the first watery cavern	☐
Fissure I	Atop a waterfall in the second watery cavern	☐
Fissure I	Hovering in midair in the third cavern	☐
Fissure I	Hidden behind some rocks in the third cavern's outside wall (throw boulders to reveal)	☐
Fissure II	Hovering in the tunnel between the first two caverns	☐
Fissure II	On a high ledge in the Polycraft cavern	☐
Fissure II	Inside a broken drainage pipe near the fissure's end	☐
Fissure II	Hovering near the end of the final cavern	☐
Ascension City Downtown VIII	Near the start in a nook to the right of the entry door	☐
Ascension City Downtown VIII	Floating near the ceiling about halfway through the tunnel	☐
Ascension City Downtown VIII	Behind a bus near the tunnel's exit	☐
FSA Avenue	Atop the sniper's perch	☐
FSA Avenue	Atop a signpost where the Biomechs appear	☐
FSA Avenue	Inside the tram station, near the escalator	☐
FSA Avenue	On the edge of the hole near the FSA building, on the far right	☐
FSA Avenue	On the edge of the hole near the FSA building, on the far left	☐
The Buraq	Sitting on a high steel beam	☐
The Buraq	Floating up high off to one side	☐
Fissure III	Atop the giant slanted column at the construction drone battle site	☐
Fissure III	Floating high in the middle of the wide outdoor cavern	☐
Fissure III	Beneath the broken tram tunnel near the blue matrix door.	☐
Saints' End Station	On a low ledge of the starting chasm	☐
Saints' End Station	In a tram tunnel near the first group of enemies	☐
Saints' End Station	In the tunnel below the second group of grunts	☐
Saints' End Station	Floating beneath the first mine you grapple	☐

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Collectibles

Stage	Location	Got It?
Saints' End Station	In a nook near the enemy relay	☐
Fissure IV	Atop the tram tunnel in which you begin	☐
Fissure IV	Near a crane on a high ledge near the relay	☐
Fissure IV	On a high ledge near the relay	☐
Fissure IV	High above the minefield	☐
Fissure IV	Among the final mines	☐
Ascension City Park I	On a high ledge near sunlight near the area's start	☐
Ascension City Park I	On a grassy ledge near the park's first lake, on the left side, near a picnic blanket	☐
Ascension City Park I	Floating among the trees near the picnic site collectible	☐
Ascension City Park I	Floating out in the open, up high, above the first park lake	☐
Ascension City Park I	Beneath the highway near the Biomech encounter	☐
Ascension City Park I	Near some boulders in the rock-filled highway tunnel	☐
Ascension City Park I	On a high ledge near the Biomech encounter	☐
Avenue of Heroes	Floating over the river near the start	☐
Avenue of Heroes	On the ground near one of the fallen "hero" statues	☐
Avenue of Heroes	Atop the toppled tower near the "hero" statues	☐
Avenue of Heroes	Hovering inside the building at the avenue's end	☐
Ascension City Park II	Atop a platform right at the start	☐
Ascension City Park II	Hovering near the mall's ceiling	☐
Ascension City Park II	Behind a barricade at the rear of the grunt outpost	☐
Ascension City Park II	On a low ledge at the Biomech ambush site	☐
Ascension City Park II	Inside a drainage pipe at the Biomech ambush site	☐
Ascension City Garden	Near the start, hidden in the background	☐
Ascension City Garden	Atop the ceiling rafters in the sniper-filled atrium	☐
Ascension City Garden	On some mossy rocks at the bottom of the first Biomech chamber	☐
Ascension City Garden	Beneath a walkway near the water in the first Biomech chamber	☐
Ascension City Garden	On the second-floor walkways of the second Biomech chamber	☐
Ascension City Park III	Along a grassy side trail, out in the open	☐
Ascension City Park III	Hidden among rocks near the water in front of the large building	☐
Ascension City Park III	Atop the building near the first relay	☐
Ascension City Park III	On a high ledge near the mine-filled chasm	☐
Ascension City Park III	Hovering among the mines in the chasm	☐
Ascension City Park III	Atop the tall central rock mound near the second relay	☐

Collectibles

Stage	Location	Got It?
Ascension City Park IV	On the ground near some rocks near the start	☐
Ascension City Park IV	At the end of a road, near a cliff	☐
Ascension City Park IV	On the rocky cliff beyond where the road ends	☐
Ascension City Park IV	Atop the courtyard monument	☐
Ascension City Park IV	Atop the courtyard wall	☐
Federal Archives	Atop the tall central spire	☐
Federal Archives	Floating high above the computer terminal	☐
The Mohole	Behind a mound along the initial grassy path	☐
The Mohole	Beneath the shattered highway near the relay	☐
The Mohole	Hovering on high above the shattered highway	☐
Port Anderson I	Near some rubble near the first gang of grunts	☐
Port Anderson I	In the tunnel near the second gang of grunts	☐
Port Anderson I	Floating near an overhead route sign at the far end of the tunnel	☐
Port Anderson II	Atop the tall bridge support near the start	☐
Port Anderson II	On a rooftop near the start	☐
Port Anderson II	Inside the warehouse, tucked away near the ceiling	☐
Port Anderson II	Hovering out in the open near the first AA gun	☐
Port Anderson II	Hidden on a rooftop near the first AA gun	☐
Port Anderson II	Hidden outside near the far end of the final factory	☐
Port Anderson III	Inside the warehouse where you begin	☐
Port Anderson III	In the first open area, floating near the insertion pod tower	☐
Port Anderson III	In the first open area, atop the large ship	☐
Port Anderson III	In the second open area, on an oil tower near the mines	☐
Port Anderson III	In the second open area, floating near the insertion pod tower	☐
Port Anderson III	Atop the roof of the warehouse near the oil rig, behind a solar panel	☐
Port Anderson III	In the third open area, hidden atop an oil tower	☐
Ash City	Hovering high above the starting hole	☐
Ash City	Hidden behind some rocks near the elevator platform	☐
The Constructor	Atop the base's high central platform	☐
The Constructor	Floating in the base's cylindrical center	☐
The Vault	On a high ledge above the starting clearing	☐
The Vault	On the ground behind some rocks near the cliff	☐
The Vault	Inside some crates near the matrix door (move the crates to reveal)	☐

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Achievements and Trophies

Go commando and impress your friends by earning each of the following Xbox 360 Achievements or PS3 Trophies! Use the checklists to keep tabs on your progress.

Xbox Achievements

Name	How to Get	Points	Achieved?
Blood Trial	Complete "Blood Trial" challenge.	5	☐
Close Up	Complete "Close Up" challenge.	5	☐
Leap Up!	Complete "Leap Up!" challenge.	5	☐
Kaboom	Complete "Kaboom" challenge.	5	☐
Train Wreck	Complete "Train Wreck" challenge.	5	☐
Swinger	Complete "Swinger" challenge.	5	☐
Man Locked Up	Complete "Man Locked Up" challenge.	5	☐
Stroke of Luck	Complete "Stroke of Luck" challenge.	5	☐
Kick In the Back	Complete "Kick in the Back" challenge.	10	☐
Receiving End	Complete "Receiving End" challenge.	10	☐
Jabber Man	Complete "Jabber Man" challenge.	10	☐
Incoming!	Complete "Incoming!" challenge.	10	☐
Slayer	Complete "Slayer" challenge.	10	☐
Torn into Pieces	Complete "Torn into Pieces" challenge.	10	☐
Fair Fight!	Complete "Fair Fight!" challenge.	10	☐
Cracker	Complete "Cracker" challenge.	15	☐
Whoo-paah!	Complete "Whoo-paah!" challenge.	10	☐
Down to Earth	Complete "Down to Earth" challenge.	10	☐
Rocket Man	Complete "Rocket Man" challenge.	10	☐
Two Hit Wonder	Complete "Two Hit Wonder" challenge.	10	☐
Explosive Delivery	Complete "Explosive Delivery" challenge.	10	☐
The Pinball Effect	Complete "The Pinball Effect" challenge.	10	☐
Worthy Foe	Complete "Worthy Foe" challenge.	10	☐
Spence Is in the Air	Complete "Spence Is in the Air" challenge.	10	☐
The River	Complete "The River" challenge.	10	☐
Let the Dog Out	Complete "Let the Dog Out" challenge.	15	☐
Barrage	Complete "Barrage" challenge.	15	☐
Air to Surface	Complete "Air to Surface" challenge.	20	☐
Drive By	Complete "Drive By" challenge.	20	☐
Pull!	Complete "Pull!" challenge.	15	☐
Come Out and Play	Complete "Come Out and Play" challenge.	20	☐
Crowd Control	Complete "Crowd Control" challenge.	20	☐
Shoot 'Em Up!	Complete "Shoot 'Em Up!" challenge.	15	☐
The Pitcher	Complete "The Pitcher" challenge.	25	☐
Feel the Beat, Y'all!	Complete "Feel the Beat, Y'all!" challenge.	25	☐
Shellshock	Complete "Shellshock" challenge.	25	☐
Headshot Bonanza	Complete "Headshot Bonanza" challenge.	25	☐
Poly Cruncher	Complete "Poly Cruncher" challenge.	25	☐
Nemesis	Complete "Nemesis" challenge.	25	☐
Biomech Sweeper	Complete "Biomech Sweeper" challenge.	25	☐
Whip 'Em Good	Complete "Whip 'Em Good" challenge.	25	☐
Out of the Bush	Complete "Out of the Bush" challenge.	30	☐
Can You Dig It?	Complete "Can You Dig It?" challenge.	40	☐
Choke on That	Kill Groeder—kill him for good.	50	☐
The Collector	Find all the collectibles in the game.	50	☐
Bionically Challenged	Complete all challenges in the game.	50	☐
End Game	Complete the final mission.	50	☐
I Got Hard	Finish the game in Hard mode.	75	☐
I Went Commando	Finish the game in Commando mode.	100	☐
	Total	**1,000**	☐

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PS3 Trophies

Name	How to Get	Trophy Type (Point Value)	Got It?
Go-Go Bionic!	Complete all other Bionic Commando trophies.	Platinum (0)	☐
Blood Trial	Complete "Blood Trial" challenge.	Bronze (15)	☐
Close Up	Complete "Close Up" challenge.	Bronze (15)	☐
Leap Up!	Complete "Leap Up!" challenge.	Bronze (15)	☐
Kaboom	Complete "Kaboom" challenge.	Bronze (15)	☐
Train Wreck	Complete "Train Wreck" challenge.	Bronze (15)	☐
I Got Hard	Finish the game in Hard mode.	Silver (30)	☐
Swinger	Complete "Swinger" challenge.	Bronze (15)	☐
Man Locked Up	Complete "Man Locked Up" challenge.	Bronze (15)	☐
Stroke of Luck	Complete "Stroke of Luck" challenge.	Bronze (15)	☐
Kick in the Back	Complete "Kick in the Back" challenge.	Bronze (15)	☐
Receiving End	Complete "Receiving End" challenge.	Bronze (15)	☐
Jabber Man	Complete "Jabber Man" challenge.	Bronze (15)	☐
Incoming!	Complete "Incoming!" challenge.	Bronze (15)	☐
Slayer	Complete "Slayer" challenge.	Bronze (15)	☐
I Went Commando	Finish the game in Commando mode.	Gold (90)	☐
Torn into Pieces	Complete "Torn into Pieces" challenge.	Bronze (15)	☐
Fair Fight!	Complete "Fair Fight!" challenge.	Bronze (15)	☐
Cracker	Complete "Cracker" challenge.	Bronze (15)	☐
Whoo-paah!	Complete "Whoo-paah!" challenge.	Bronze (15)	☐
Down to Earth	Complete "Down to Earth" challenge.	Bronze (15)	☐
Rocket Man	Complete "Rocket Man" challenge.	Bronze (15)	☐
Two Hit Wonder	Complete "Two Hit Wonder" challenge.	Bronze (15)	☐
Explosive Delivery	Complete "Explosive Delivery" challenge.	Bronze (15)	☐
The Pinball Effect	Complete "The Pinball Effect" challenge.	Bronze (15)	☐
Worthy Foe	Complete "Worthy Foe" challenge.	Bronze (15)	☐
Spence Is in the Air	Complete "Spence Is in the Air" challenge.	Bronze (15)	☐
The River	Complete "The River" challenge.	Bronze (15)	☐
Let the Dog Out	Complete "Let the Dog Out" challenge.	Bronze (15)	☐
Barrage	Complete "Barrage" challenge.	Bronze (15)	☐
Air to Surface	Complete "Air to Surface" challenge.	Bronze (15)	☐
Drive By	Complete "Drive By" challenge.	Bronze (15)	☐
Pull!	Complete "Pull!" challenge.	Bronze (15)	☐
Come Out and Play	Complete "Come Out and Play" challenge.	Bronze (15)	☐
Bionically Challenged	Complete all challenges in the game.	Gold (90)	☐
Crowd Control	Complete "Crowd Control" challenge.	Bronze (15)	☐
Shoot 'Em Up!	Complete "Shoot 'Em Up!" challenge.	Bronze (15)	☐
Out of the Bush	Complete "Out of the Bush" challenge.	Bronze (15)	☐
Can You Dig It?	Complete "Can You Dig It?" challenge.	Silver (30)	☐
Choke on That	Kill Groeder—kill him for good.	Silver (30)	☐
The Pitcher	Complete "The Pitcher" challenge.	Bronze (15)	☐
Feel the Beat, Y'all!	Complete "Feel the Beat, Y'all!" challenge.	Bronze (15)	☐
Shellshock	Complete "Shellshock" challenge.	Bronze (15)	☐
Headshot Bonanza	Complete "Headshot Bonanza" challenge.	Bronze (15)	☐
Poly Cruncher	Complete "Poly Cruncher" challenge.	Bronze (15)	☐
Nemesis	Complete "Nemesis" challenge.	Bronze (15)	☐
Biomech Sweeper	Complete "Biomech Sweeper" challenge.	Bronze (15)	☐
Whip 'Em Good	Complete "Whip 'Em Good" challenge.	Bronze (15)	☐
The Collector	Find all the collectibles in the game.	Silver (30)	☐
End Game	Complete the final mission.	Gold (90)	☐
	Total	**1,020**	☐

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